

# Fabric Optimization Mods

Fabric is a lightweight and modular modding platform for Minecraft designed for quick updates and high performance with minimal overhead.

## 1. ServerCore

- **Description:** Optimizes the server's core mechanics for better performance during chunk loading and entity management.
  - **Benefits:**
    - Enhances tick performance.
    - Reduces server load during high-activity events.
  - **Drawbacks:**
    - Might require tuning for mod-heavy setups.
    - Requires some configuration, as most of the optimizations are disabled by default.
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## 2. AlternateCurrent

- **Description:** A highly efficient Redstone logic engine replacement.
  - **Benefits:**
    - Significantly reduces lag caused by Redstone contraptions.
    - Maintains vanilla functionality while being much faster.
  - **Drawbacks:**
    - Minor compatibility issues with Redstone-heavy mods.
    - Not necessary for servers with minimal Redstone usage.
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## 3. Lithium

- **Description:** Optimizes server-side processes like physics and AI.
  - **Benefits:**
    - Reduces CPU usage.
    - Improves TPS on servers with heavy activity.
  - **Drawbacks:**
    - May conflict with mods altering core server mechanics.
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## 4. Starlight

- **Description:** Replaces the vanilla lighting engine with a faster alternative.
  - **Benefits:**
    - Reduces chunk loading times.
    - Prevents lag spikes during lighting updates.
  - **Drawbacks:**
    - Compatibility issues with mods reliant on vanilla lighting.
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## 5. Phosphor

- **Description:** Improves the efficiency of Minecraft's light update system.
  - **Benefits:**
    - Reduces lag caused by lighting calculations.
    - Enhances chunk generation speed.
  - **Drawbacks:**
    - Limited impact on servers without lighting-intensive builds.
    - No longer updated.
    - Not as beneficial as Starlight.
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