

Mods

As in all Luant games, the game itself consists of several mods. The functionality in the game can be extended by additional mods. Available mods for Luant can be found in the [Luant-ContentDB](#). Many mods found there have a dependency of default (a basic mod in mintest-game) and will not run in VoxeLibre. We have adapted a few of them to be used in VoxeLibre here.

The following mods are currently installed on our server:

Basic Mods

- xcompat
- death_pos
- [sethome](#)
- day_coin_vote
- areas
- currency
- [woodcutting](#)
- tpr
- i3

Mobility

- [advtrains package](#)
- moreslopes
- tunnelmaker
- railbuilder
- airutils
- pa28
- supercub
- hidroplane
- heli

Mixed content

- vlbridger
- greektemple
- sign
- pipeworks
- mixednodes
- display_modpack

- worldedit

If you need additional mods to bring your ideas to life, please ask mavori.

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