Changing Mod Display Names

Yes, it's cursed, but possible!

In a startup script, add this line:

```
Platform.mods.kubejs.name = 'My Modpack Name'
```

This is useful when you add a bunch of items with KubeJS but want them to show your modpack name instead of "KubeJS"

And yes, you can change name of other mods as well:

```
Platform.mods.botania.name = 'Plant Tech Mod'
```

Revision #4
Created 2023-04-13 14:38:15 UTC by Lat
Updated 2023-04-13 14:42:49 UTC by Lat