Useful utilities

Useful guides on commonly used commands and configuring mods/plugins

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FTB Backups 2

To change how frequently the FTB Backups 2 mod creates a backup, navigate to the Files page on the panel and open the config folder, in there you will find a file named **ftbbackups2.json** or **ftbbackups2.json5**, double click this file to open it.

With the file opened, find the option named `"backup_cron"` this will be set to something similar to `"0 */30 * * * ?"`

The format used for this is seconds, minutes, hours, day of month, month, day of week.

Examples of common configuration options are:

Expression	Description
0 */30 * * * ?	Every 30 minutes at 0 seconds
0 0 */1 * * ?	Every hour at 0 minutes and 0 seconds
0 0 */2 * * ?	Every 2 hours at 0 minutes and 0 seconds
0 0 */4 * * ?	Every 4 hours at 0 minutes and 0 seconds
0 0 */6 * * ?	Every 6 hours at 0 minutes and 0 seconds

Special characters

Credit to http://www.quartz-scheduler.org/documentation/quartz-2.3.0/tutorials/crontrigger.html

- ***** (*"all values"*) - used to select all values within a field. For example, "*" in the minute field means *"every minute"*.
- **?** (*"no specific value"*) - useful when you need to specify something in one of the two fields in which the character is allowed, but not the other. For example, if I want my trigger to fire on a particular day of the month (say, the 10th), but don't care what day of the week that happens to be, I would put "10" in the day-of-month field, and "?" in the day-of-week field. See the examples below for clarification.
- **–** - used to specify ranges. For example, "10-12" in the hour field means *"the hours 10, 11 and 12"*.
- **,** - used to specify additional values. For example, "MON,WED,FRI" in the day-of-week field means *"the days Monday, Wednesday, and Friday"*.
- **/** - used to specify increments. For example, "0/15" in the seconds field means *"the seconds 0, 15, 30, and 45"*. And "5/15" in the seconds field means *"the seconds 5, 20, 35,*

and 50". You can also specify '/' after the '**' character - in this case '**' is equivalent to having '0' before the '/'. '1/3' in the day-of-month field means *"fire every 3 days starting on the first day of the month"*.

- L (*"last"*) - has different meaning in each of the two fields in which it is allowed. For example, the value "L" in the day-of-month field means *"the last day of the month"* - day 31 for January, day 28 for February on non-leap years. If used in the day-of-week field by itself, it simply means "7" or "SAT". But if used in the day-of-week field after another value, it means *"the last xxx day of the month"* - for example "6L" means *"the last friday of the month"*. You can also specify an offset from the last day of the month, such as "L-3" which would mean the third-to-last day of the calendar month. *When using the 'L' option, it is important not to specify lists, or ranges of values, as you'll get confusing/unexpected results.*

- W (*"weekday"*) - used to specify the weekday (Monday-Friday) nearest the given day. As an example, if you were to specify "15W" as the value for the day-of-month field, the meaning is: *"the nearest weekday to the 15th of the month"*. So if the 15th is a Saturday, the trigger will fire on Friday the 14th. If the 15th is a Sunday, the trigger will fire on Monday the 16th. If the 15th is a Tuesday, then it will fire on Tuesday the 15th. However if you specify "1W" as the value for day-of-month, and the 1st is a Saturday, the trigger will fire on Monday the 3rd, as it will not 'jump' over the boundary of a month's days. The 'W' character can only be specified when the day-of-month is a single day, not a range or list of days.

> " The 'L' and 'W' characters can also be combined in the day-of-month field to yield 'LW', which translates to *"last weekday of the month"*.

- # - used to specify "the nth" XXX day of the month. For example, the value of "6#3" in the day-of-week field means *"the third Friday of the month"* (day 6 = Friday and "#3" = the 3rd one in the month). Other examples: "2#1" = the first Monday of the month and "4#5" = the fifth Wednesday of the month. Note that if you specify "#5" and there is not 5 of the given day-of-week in the month, then no firing will occur that month.

> " The legal characters and the names of months and days of the week are not case sensitive. MON is the same as mon.

FTB Utilities

> This page is currently a work in progress and may not be complete

The following guide contains a list of useful commands added by FTB Utilities, it will also cover how to configure the commands and other aspects of the mod.

Commands

FTB Utilities is a mod that adds the following commands to servers.

Argument types: `<required>` , `[optional]`

/warp <name>	Teleport to a specified warp location
/setwarp <name>	Creates a new warp location
/delwarp <name>	Removes specified warp
/home [name]	Teleport to your set home
/sethome [name]	Creates a new home point
/delhome [name]	Deletes your home point
/tpl <player>	Teleports to the last known position of a player
/tpa <player>	Sends a TP request to another player. If they accept it, player will be teleported to them
/tpaccept <player>	Accept TP request
/back	Teleport to the previous location before death/teleport
/spawn	Teleport to the world spawn
/mute <player>	Mutes player. They can no longer send chat messages
/unmute <player>	Umutes player
/heal [player]	Heal yourself or the specified player

/killall [type]	Kills all non-player, non-basic entities. Type can be specified
/nbtedit	Edits NBT of block or entity player is currently looking at
/nbtedit block <x> <y> <z>	Edits block NBT at coordinates
/nbtedit entity <id>	Edits entity from it's ID
/nbtedit player <player>	Edits player NBT
/nbtedit item	Edits the NBT data of the held item
/fly	Toggle creative flight
/leaderboards [id]	Shows leaderboard list. Specify ID to see a leaderboard
/cycle_block_state	Requires FTB Library debug commands enabled. Cycles block you are looking at states/rotations/types
/dump_chunkloaders	Requires FTB Library debug commands enabled. Dumps a list of all chunk loaders in world
/nick [nickname...]	Changes your own nickname. Can contain spaces
/nickfor <player> [nickname...]	Changes nickname for another person
/inv view <player>	Opens the inventory of the specified player
/inv disable_right_click	Disables right clicking with the currently held items

Permissions

WIP