

Restoring Backups

Backup Restoration:

To restore a backup created by mods such as FTBU (Feed The Beast Utilities) or Aroma1997's Backup:

- 1) Visit your instances **Console** page - Make sure the server is shut down via the red stop button on the right.
- 2) Click on the **Files**, since you were on the console you'll now be loaded into the installation directory for that Minecraft instance.
- 3) Right-click on your current **/worldname/** folder and rename or delete it (make sure you have backups before deleting!) - We want to replace it, not overwrite it.
- 4) Open the **/backups/** directory, find the backup you want to use (The backups are named as follows: Year-Month-Day-Hour-Minute-Second, the most recent backup is usually the last one listed in the directory: Filename formats may vary depending on the mod or mod version). If it is a .zip file, right-click > **Extract** to extract the files from the backup.
- 5) Open the directory that matches the name of the backup that you just extracted then right-click on the world folder and select Move. In the window that opens click on the topmost folder then click confirm.
- 6) Start the server via the green start button on the right side of the **Console** page - You're done!

Backup configuration (FTBU):

The FTBU backup configuration file is located in /configs/ftbutilities.cfg.

FTBU configurations for ranks etc, are stored within /local/ftbu/*

Note: /local/ftbutilities/ may show as /local/ftbu/ depending on mod version, and, older versions store the 'master configuration' in the /local/ftbu/, it can be accessed via the instances Files menu or [sFTP](#) (see [Installation Location](#)).

```
backups {  
    # Timer in hours  
    # 1.0 - backups every hour
```

```
# 6.0 - backups every 6 hours
# 0.5 - backups every 30 minutes
# Min: 0.05
# Max: 600.0
D:backup_timer=2.0

# The number of backup files to keep
# More backups = more space used
# 0 - Infinite
# Min: 0
# Max: 32000
I:backups_to_keep=12

# 0 - Disabled (output = folders)
# 1 - Best speed
# 9 - Smallest file size
# Min: 0
# Max: 9
I:compression_level=1

# Prints (current size | total size) when backup is done
B:display_file_size=true
B:enabled=true

# Absolute path to backups folder
S:folder=
B:silent=false

# Run backup in a separated Thread (recommended)
B:use_separate_thread=true
```

Reducing "backups_to_keep" is recommended if:

- a) You have a very large world, as you can quickly fill your SSD disk space.
- b) You use our own backup system (Service > Backups menu) - This system will backup the entire Minecraft installation directory, you can easily end up exceeding your SSD disk space limit as the backup will backup FTBU's backups too. Backup inception!

If you reduce the backups_to_keep (3~6), it is also recommended to increase the backup_timer to 6.0, 12.0 or 24.0 to spread out the backups over a larger range of time, so you have plenty of time intervals to easily distinguish between and roll back to.

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