Configuration Guides

Configuration guides for both the client and server in new modpacks.

- Client Options
- Client Keybinds
- Client Interface
- Server Configuration
- GTNH Configurations

Client Options

When a new Minecraft client is booted, its there's always a handful of settings I want to change (excluding keybinds which get their own page).

Video Settings

These settings will change drastically depending on the graphics optimization addons available in the pack. However, here are some common settings.

General

- **Render Distance** - 24 chunks
- **Simulation Distance** - 12 chunks
- **GUI Scale** - 4x
- **VSync** - On

Shader Pack

- **ComplementaryReimagined** - A good balance between looks and FPS

Accessibility Settings

- **FOV Effects** - 10% - At really high movement speeds this can get out of hand.
- **Narrator Hotkey** - Off

In-Game Toggles

Once loaded into a world, there are two toggles I usually flip via built-in keybinds.

- **Advanced Item Tooltips** → *F3 + H*
- **Pause on Lost Focus** → *F3 + P*

Client Keybinds

The keybinds in a modpack are always an unholy clusterfuck mess. Conflicts galor, and these conflicts often hide or break useful functionality in the mods you are using. I usually start by:

1. Copy `options.txt` from previous modpack (if available).
2. Unbind *most* modpack keybinds.

> Leave any keybinds like *Show Description* set across the different mods. These show additional tooltip information.

I then update/tweak certain keybinds to get started.

Minecraft

These keybinds swap crouch and sprint because *why the fuck are the defaults the way they are?!* I also like to update the chat keybind to match WoW. Who wants to hit `T` every time they want to chat?

- **Sneak** → *Left Control*
- **Sprint** → *Left Shift*
- **Open Chat** → *Enter*
- **Load Hotbar Activator** → *Not Bound*
- **Save Hotbar Activator** → *Not Bound*
- **Narrator** → *Not Bound*

Gameplay Mods

Apotheosis

This mod adds all those named bosses to the world that drop crazy tiered gear. The **Open World Tier Select** keybind is pretty much mandatory or you won't be able to access the harder mobs with better loot.

- **Compare Hovered Equipment** → *Left Shift*
- **Link Hovered Item to Chat** → *Shift + T*
- **Open World Tier Select** → *Ctrl + T*

Applied Energistics 2

AE2 eventually becomes the main way to access your items. I like to use the `R` key to pull up the different wireless terminals since it is right next to inventory `E` keybind. Assign a numpad keybind for the magnet card if you plan on using that.

- **Modifier for Mouse-Wheel Items →** *Left Shift*
- **Open Wireless Pattern Access Terminal** → *Shift + R*
- **Open Wireless Pattern Encoding Terminal** → *Ctrl + R*
- **Open Wireless Terminal** → *R*
- **Place Parts on Opposite Side →** *Left Shift*

Iron Jetpacks

If included, this will be the easiest way to obtain early-game flight, so you'll use these hotkeys a lot. I actually just use the defaults here.

- **Decrease Throttle** → *,*
- **Increase Throttle** → *.*
- **Toggle Engine →** *V*
- **Toggle Hover Mode** → *H*

Mekanism

The one and only, one of my favorite mods. The MekaSuit is one of the most power pieces of gear in the game and comes with a lot of toggle keybinds you'll find in the *Numpad Toggles* section. However, for the main-hand Atomic Disassembler or MekaTool, it helps to have a mouse button bound to change its modes.

- **Item Mode Switch** → *Button 4*

Sophisticated Backpacks

Most modpacks include these backpacks as a great way to expand your inventory. It has a number of keybinds but I usually just assign the main one.

- **Open Backpack** → *B*

Numpad Toggles

Many mods allow you to toggle gear and weapon features using keybinds. I like to use the numpad keys to toggle most of these passive abilities. Feel free to adjust these to whatever works best for you based on the mods available in the modpack.

- **Applied Energistics 2 / Toggle Magnet Card** → *Keypad 4*
- **Artifacts / Toggle Night Vision Goggles** → *Keypad 9*
- **Artifacts / Toggle Universal Attractor** → *Keypad 3*
- **Mekanism / Chest Mode Switch** → *Keypad 5*
- **Mekanism / Feet Mode Switch** → *Keypad 1*

- **Mekanism / Head Mode Switch** → *Keypad 8*
- **Mekanism / Legs Mode Switch** → *Keypad 2*
- **Mekanism / Module Tweaker** → *Keypad /*
- **Mekanism / Show HUD** → *Keypad 0*
- **Simple Magnets / Toggle Magnet** → *Keypad 7*

Interface Mods

FTB Chunks / Quests / Ultimine

FTB Chunks will be your go-to map in most modpacks. The quests and ultimine keybinds are also staples of most modpacks.

- **Open Map** → *M*
- **Zoom In Minimap** → *Keypad +*
- **Zoom Out Minimap** → *Keypad -*
- **Open Quests** → *G*
- **FTB Ultimine** → `

JEI

If EMI is not available in the pack, JEI will be the main way you search for items and recipes. If EMI is available, do not bind these.

- **Add/Remove Bookmark** → *A*
- **Show Recipe** → *Left Button*
- **Show Uses** → *Right Button*
- **Close Recipes GUI** → *Escape*
- **Previous Recipe** → *Button 4*

JourneyMap

Sometimes included alongside **FTB Chunks**, this map has more features but can be a pain to configure (why is the default map text so small on large screens?!).

- **Show / Hide Fullscreen Map** → *J*
- **Zoom In** → *Keypad +*
- **Zoom Out** → *Keypad -*

Utility Mods

Building Gadgets 2

Most modpacks include some sort of crafting utility like this mod. I like to assign whatever tool it is to `Z` for easy access while I build.

- **Settings Menu** → *Z*

Crafting on a Stick

This mod adds a bunch of different crafting tables on sticks that you can wear as curios. It puts its hotkey in the *Inventory* section hidden amongst the default Minecraft hotkeys.

- **Open Crafting on a Stick →** *Shift + E*

Crafting Tweaks

The *Compress* * keybinds in this modpack are super useful for quickly compressing items in your inventory to save space.

- **Compress All →** *Shift + K*
- **Compress Item** → *Ctrl + K*
- **Compress Stack** → *K*

GuideME / Ponder

These two keybinds are used by multiple mods to display in-depth guide information about a block you are hovering over. Its best to leave these bound to help you learn!

- **Open Guide for Items** → *G*
- **Ponder** → *W*

Inventory Tweaks (ReFoxed)

This keybind (or similar if provided by a different mod) is super helpful in keeping your inventory organized.

- **Sort Inventory Under Cursor** → *Middle Button*

Iris

The default hotkeys for working with the shaders in this mod are `R`, `O` and `K`. I don't like keybinds that toggle game features or trigger reloads without using modifier keys, so I add `Alt` to each of these.

- **Reload Shaders** → *Alt + R*
- **Shaderpack Selection Screen** → *Alt + O*
- **Toggle Shaders** → *Alt + K*

Just Zoom

This is sometimes provided by this mod or another mod. Its common to bind `C` to the camera zoom feature (a carry-over from **Optifine**, one of the first mods to add this feature).

- **Zoom** → *C*

More Overlays Updated

These keybinds make it easier to ensure complex machines stay within a single chunk and that your light levels are high enough to avoid monster spawns.

- **Toggle Chunk Boundaries** → *F9*
- **Toggle Light Overlay** → *F7*

TrashSlot

A quick keybind to delete items can be useful if you are trying to move fast. This will delete the item in your inventory under your cursor.

- **Delete Item** → *X*

Client Interface

One loaded into a world, there are some interface configurations that can only be changed while playing.

JourneyMap

This addon has a lot of settings and not a lot of sense in good default values for large 4k monitors.

MiniMap Preset 1

- **Compass Font Scale:** 2.0
- **Waypoint Label Scale:** 2.0
- **Waypoint Icon Scale:** 2.0
- **Font Scale:** 2.0
- **Info Slot Font Scale:** 2.0
- **Size:** 25

Fullscreen Map

- **Waypoint Label Scale:** 2.0
- **Font Scale:** 2.0
- **Mob Display:** Icons
- **Mob Display Scale:** 1.5
- **Player Display Scale:** 1.5
- **Self Display Scale:** 1.5

Waypoints

- **Auto Remove Death Waypoints:** on

Cartography

- **Always Map Caves:** on
- **Always Map Surface:** on
- **Use Cave Lighting:** off

Server Configuration

Once the server is up and running, there usually a handful of mod settings we like to tweak.

Additional Mods

AE2Things

I'm always adding this mod. Screw type-limits on drives.

Chunky

The **Chunky** mod allows you to pre-generate world chunks to speed up exploration later!

SimpleBackups

If the modpack does not include a backup mod, include this.

Mod Configurations

Applied Energistics

Channels are ... fun? Sometimes. Not always, so we often turn them off.

- `config/ae2-common.toml`
  - `channels = "INFINITE"`

FTB Chunks

This setting led to crashes in ATM10 (may be fixed now?)

- `world/serverconfig/ftbchunks-world.snbt`
  - `piston_protection: false`

Modpack Configurations

ATM10

They took away the anchor upgrades for Mekanism?!? Nope!

- `kubejs/server_scripts/mods/Mekanism/Recipes.js`
  - `// allthemods.remove({ id: 'mekanism:upgrade/anchor' })`

Other Configurations

- config/easy_villagers-server.toml
  - sound_amount = 400
- config/ftbessentials.snbt
  - cooldown: 0

GTNH Configurations

Additional Mods

- falsepatternlib-mc1.7.10-1.12.2.jar
- laggoggles-mc1.7.10-4.17.0.jar
- spark-forge1710-1.10-SNAPSHOT.jar

Server Configurations

CodeChickenCore

`config/CodeChickenCore.cfg`

```
@@ -34,7 +34,7 @@
        #If set to true, creepers will not destroy landscape. (A version of mobGriefing
setting just for creepers)
        environmentallyFriendlyCreepers=false
        #If set to true two adjacent water source blocks will not generate a third.
-       finiteWater=true
+       finiteWater=false
        #Set this to true to use the pre1.5 lava textures
        replaceLavaFX=false
        #Set this to true to use the pre1.5 water textures
```

Forestry

`config/forestry/common.cfg`

```
@@ -60,7 +60,7 @@


 mobs {
     #  [default: false]
-    B:disable.butterfly=false
+    B:disable.butterfly=true
 }
```

GregTech

`config/GregTech/Pollution.cfg`

```
@@ -2,7 +2,7 @@

 pollution {
     # if true, enables pollution in the game. [default: true]
-    B:"Activate Pollution"=true
+    B:"Activate Pollution"=false

     # Pollution Amount for Advanced Coke Ovens [range: -2147483648 ~ 2147483647, default: 80]
     I:advancedCokeOvenPollutionAmount=80
```

Inventory Bogo Sorter

`config/bogosorter.cfg`

```
@@ -45,10 +45,10 @@
         I:dropoffPacketThrottleInMS=500

         # Time quota for drop-off in milliseconds. [range: -2147483648 ~ 2147483647, default:
1]
-        I:dropoffQuotaInMS=1
+        I:dropoffQuotaInMS=50

         # The radius (in blocks) around the player to scan for drop-off targets. [range: -
2147483648 ~ 2147483647, default: 4]
-        I:dropoffRadius=4
+        I:dropoffRadius=8

         # Render a highlight on eligible drop-off containers. [default: true]
         B:dropoffRender=true
@@ -59,6 +59,9 @@
             Barrel
             Drawer
             Crate
+            Cabinet
+            Counter
+            Fridge
          >

         # Enable the drop-off button in the player inventory. [default: true]
```

Server Utilities

`serverutilities/server/ranks.txt`

```
@@ -1,33 +1,50 @@
 // For more info visit https://github.com/GTNewHorizons/ServerUtilities

 [player]
+priority: 1
 default_player_rank: true
 power: 1
-serverutilities.claims.max_chunks: 100
-serverutilities.chunkloader.max_chunks: 50
+serverutilities.claims.max_chunks: 1000
+serverutilities.chunkloader.max_chunks: 500
 serverutilities.homes.max: 1
 serverutilities.homes.warmup: 5s
 serverutilities.homes.cooldown: 5s
-serverutilities.homes.cross_dim: false
+serverutilities.homes.cross_dim: true
+serverutilities.back.cooldown: 5s
+serverutilities.back.home: true
+serverutilities.back.warp: true
+serverutilities.back.spawn: true
+serverutilities.back.tpa: false
+serverutilities.back.rtp: true
+serverutilities.back.respawn: true
+serverutilities.back.infinite: true
+serverutilities.back.back: false
+serverutilities.back.tp: false
+serverutilities.back.warmup: 5s
+serverutilities.warps.cooldown: 1m
+serverutilities.warps.cross_dim: true
+serverutilities.warps.warmup: 5s

 [vip]
+priority: 2
 power: 20
 serverutilities.chat.name_format: <&bVIP {name}&r>
-serverutilities.claims.max_chunks: 500
-serverutilities.chunkloader.max_chunks: 100
```

```
+serverutilities.claims.max_chunks: 5000
+serverutilities.chunkloader.max_chunks: 1000
 serverutilities.homes.max: 1
 serverutilities.homes.warmup: 0s
 serverutilities.homes.cooldown: 1s
-serverutilities.homes.cross_dim: false
+serverutilities.homes.cross_dim: true

[admin]
+priority: 3
 default_op_rank: true
 power: 100
 serverutilities.chat.name_format: <&2{name}&r>
-serverutilities.claims.max_chunks: 1000
-serverutilities.chunkloader.max_chunks: 1000
+serverutilities.claims.max_chunks: 10000
+serverutilities.chunkloader.max_chunks: 10000
 serverutilities.claims.bypass_limits: true
 serverutilities.homes.max: 1
 serverutilities.homes.warmup: 0s
 serverutilities.homes.cooldown: 0s
-serverutilities.homes.cross_dim: false
+serverutilities.homes.cross_dim: true
```

`serverutilities/serverutilities.cfg`

```
@@ -60,7 +60,7 @@
     B:display_file_size=true

     # Enables backups. [default: true]
-    B:enable_backups=true
+    B:enable_backups=false

     # Max size of backup folder in GB. If total folder size exceeds this value it will delete
old backups until the size is under.
     # 0 = Disabled and backups_to_keep will be used instead. [range: 0 ~ 2147483647, default:
0]
@@ -92,7 +92,7 @@

 commands {
```

```
     #  [default: true]
-    B:back=false
+    B:back=true

     #  [default: true]
     B:backup=true
@@ -119,7 +119,7 @@
     B:heal=false

     #  [default: true]
-    B:home=false
+    B:home=true

     #  [default: true]
     B:inv=true
@@ -164,7 +164,7 @@
     B:spawn=false

     #  [default: true]
-    B:tpa=false
+    B:tpa=true

     #  [default: true]
     B:tpl=true
@@ -203,10 +203,10 @@
     B:log_teleport=false

     # Print more errors. [default: false]
-    B:print_more_errors=false
+    B:print_more_errors=true

     # Print more info. [default: false]
-    B:print_more_info=false
+    B:print_more_info=true

     # Enables special debug commands. [default: false]
     B:special_commands=false
@@ -216,7 +216,7 @@
 general {
     # 'max-tick-time' property introduced with Minecraft 1.8. Stops the server if a game tick
```

```
is taking too long to process
     # Default value: 0 (off) [default: true]
-    B:enable_max_tick_time_property=true
+    B:enable_max_tick_time_property=false

     # Backports 1.20's 'pause-when-empty-seconds' server property
     # Default value: 0 (off) [default: true]
@@ -274,7 +274,7 @@
     B:command_permissions=true

     # Enables Ranks. [default: true]
-    B:enabled=false
+    B:enabled=true

     # Adds chat colors/rank-specific syntax. [default: true]
     B:override_chat=true
@@ -339,13 +339,13 @@
      >

     # Enables chunk claiming. [default: true]
-    B:chunk_claiming=false
+    B:chunk_claiming=true

     # Enables chunk loading. If chunk_claiming is set to false, changing this won't do
anything. [default: true]
     B:chunk_loading=true

     # Disables player damage when they are stuck in walls. [default: false]
-    B:disable_player_suffocation_damage=false
+    B:disable_player_suffocation_damage=true

     # List of items that will have right-click function disabled on both sides.
     # You can use '/inv disable_right_click' command to do with from in-game.
```

Storage Drawers

`config/StorageDrawers.cfg`

```
@@ -47,8 +47,8 @@

     controller {
```

```
          B:enabled=true
-         I:maxDrawers=50
-         I:range=4
+         I:maxDrawers=100
+         I:range=8
      }

      trim {
```

Thaumcraft:

`config/Thaumcraft.cfg`

```
@@ -148,7 +148,7 @@
      I:aspect_total_cap=500

      # 0 = normal, -1 = easy (all research items are directly purchased with RP), 1 = Hard
(all research items need to be solved via the research table)
-     I:research_difficulty=1
+     I:research_difficulty=-1
  }
```