

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  
}
```

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