

AutoDoors

<code>ad</code>	Enable/Disable automatic door closing
<code>ad <time (seconds) ></code>	Set automatic closing delay for doors (Doors set by 'single' and 'type' are not included).
<code>ad <all a> <time (seconds) ></code>	Set automatic closing delay for all doors.
<code>ad <single s></code>	Enable/Disable automatic closing of the door you are looking at
<code>ad <single s> <time (seconds) ></code>	Set automatic closing delay for the door you are looking at

Backpacks

<code>backpack/backpack.open</code>	Opens your backpack
<code>backpackgui</code>	Toggles the backpack GUI button

Furnace Splitter

<code>fs</code>	Shows the status and help options
<code>fs on</code>	Enable Furnace Splitter
<code>fs off</code>	Disable Furnace Splitter

GUI Announcements

<code>announce <message></code>	Announces a message
<code>announce toplayer <player name> <message></code>	
<code>announce togroup <group> <message></code>	
<code>guia test</code>	Test message on your screen only
<code>guia destroy</code>	Destroys all announcements currently displaying
<code>guia toggle [player name]</code>	Toggles exclusion from announcements for yourself or the specified player

`guia scheduler estart <hh:mm:ss> [reason]`

`guia cancel scheduled restart`

`guia suspendre start`

`guia resume restart`

`guia nextre start`

`guia help`

