AutoDoors

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

Backpacks

`backpack`/`backpa ck.ope n`	Opens your backpack
`backpa ckgui`	Toggles the backpack GUI button

Furnace Splitter

`fs`	Shows the status and help options
`fs on`	Enable Furnace Splitter
`fs off`	Disable Furnace Splitter

GUI Announcements

`announce <me ssa ge>`	Announces a message
`announce toplayer <pl aye rna me> < me ssa ge>`	
`announce togroup <gr oup ><m ess ag e>`	
`guia test`	Test message on your screen only
`guia destroy`	Destroys all announcements currently displaying
`guia toggle [playe rname ]`	Toggles exclusion from announcements for yourself or the specified player
`guia schedu ler estart <hh :mm :ss> [reason]`	
`guia cancel sch edu led restart`	
`guia suspen dre start`	
`guia resume restart`	
`guia nextre start`	
`guia help`	