NBT Tag Reference for RoleplayUtilities:

**NoTooltip:** …NoTooltip:x,…

* Will hide tooltips for PotionEffects, WeaponEffect, and Coatings
* x needs to be a boolean value (true/false, 1/0)
* any other legal value will count as false

**Message:** ...,Message:{text:"your text here",color:<color>,<formatting>:<true|false>},...

* will whisper the string in the “text” entry as a message to the user of the item.
* “color” specifies the colour of the text with reference to its resourcelocation, as a string
* <formatting> consists of the following boolean tags, to control message style; the tags are: regular, bold, underlined, strikethrough, obfuscated
* Defaults to gray italic formatting, if no color or formatting tags are specified
* Items with use activation times (e.g. food and drink), will display their message on successful use

**PotionEffects:** …,PotionEfffects:[{id:x,time:y,lvl:z},…,{id:”effect”,time:b,lvl:c}]…

* Used to add potion effects to items
* Can include multiple effects
* id can be either the numerical effect, or the resourceLocation for the mobEffect (e.g. “regeneration”, or “wither”)
* time is effect length in seconds
* lvl is the magnitude effect; same convention as for CustomPotionEffect, e.g. intended effect should be lvl + 1.
* For items with use activation times (e.g. food and drink), will take effect on successful use

**WhileUseEffects:** …,WhileUseEffects:[{id:x,time:y,lvl:z},…,{id:”effect”,time:b,lvl:c}]…

* used to add potion effects to items with a hold time for activation, to apply while being activated (e.g. shields, bows, while eating food & drink, etc.)
* Same formatting for components as PotionEffects

**WeaponEffects:** …WeaponEffects:[{id:x,time:y,lvl:z},…,{id:”effect”,time:b,lvl:c}]…

* Used to add potion effects to targets of the item being hit
* Can be placed on any item (yes, even bricks Wes)
* Same formatting for components as PotionEffects
* Can be added to tools and will activate simultaneously with Coating effects

**SetRedstoneActivate:** …,SetRedstoneActivate:{x:a,y:b,z:c},…

* Will place redstone at a point in the world, specified by the x, y, and z sub-tags, on activation of the item the tag is written to
* Can be used to activate command blocks remotely