

# The Botman Server Manager

## Bot Commands For Players

Updated 7 October 2024

*This is a general guide for all of the commands that are potentially available to players. The server owner can disable some commands and/or apply other restrictions on their use. Also while the default command prefix is the / symbol, the bot on your server may be using something else such as ! or \*

*Remember, just because a command is in this guide does not mean it is available to you on the server you play on. They are listed here for completeness.*

### Information Commands:

#### ***/server*** or ***/info***

Displays info mostly from the server config.

#### ***/next reboot***

Reports the time remaining before the next scheduled reboot.

#### ***/day7*** or ***/when feral*** or ***/bloodmoon***

Reports the number of days remaining until the next horde night.

#### ***/server date***

Displays the system clock of the game server.

#### ***/server stats***

Displays various server totals for the last 24 hours or more days if you add a number.

eg. ***/server stats 5*** (gives you the last 5 days cumulative stats)

**/seen** {player name}

Reports when the player was last on the server.

**/rules**

Reports the server rules.

**/where**

Gives info about where you are in the world and the rules that apply there.

**/who** {optional number distance}

Donors can see 300 metres and other players can see 200. New and watched players can't see staff near them.

**/alert** {message}

Whatever is typed after **/alert** is recorded.

Admins can see alerts in The Lounge by typing **view alerts** {optional days}

Alerts are useful for reporting stuff to admins. You can use **/alert** to report anything at all. It gets recorded with your current world coordinates so an admin can teleport there later. It also records the current server time which helps admins match up your alert with the server logs and the bot's logs. This command was originally created to report hackers, destroyed bases etc.

**/info** {player}

Displays info about a player. Only staff can specify a player. Players just see their own info.

**/who visited player** {player name} **days** {days} **hours** {hrs} **range** {dist} **height** {ht}

See who visited a player location or base.

Example with defaults:

**/who visited player** smeg **days** 1 **hours** 0 **range** 10 **height** 5

***/who visited bed*** smeg

Add base to just see base visitors. Setting hours will reset days to zero.

Use this command to discover who's been at the player's location.

## **Base Commands:**

You can tell the bot where your base is. Your server may let you set more than one base and they can apply other restrictions as well such as cooldowns and costs as well as places where setting a base is not allowed.

If your server allows it, you can teleport to your base, protect it (it will teleport unwanted visitors away), you can let your friends go to your protected base, name it and more.

***/sethome*** {optional number or name}

***/setbase*** {optional number or name}

Tell the bot where your base is for base protection, raid alerting and the ability to teleport home

eg. ***/setbase*** 1, or ***/setbase*** fort

***/delbase*** {number or name of base}

Delete a player's base and base protection (in the bot only). It does not physically delete the base in the game world (that would be bad).

Players can only delete their own bases.

***/list bases***

See a numbered list of all your bases.

***/name base*** {number} {name}

Give one of your bases a name or change its name.

eg. ***/name base*** 2 Cave

***/setbed*** or ***/clearbed***

When you die, the bot can automatically return you to your first or second base after respawn.

Set within 50 metres of your base. The closest base will become your new spawn point after death.

***/unprotectbase base*** {number or name}

Disable base protection.

The nearest owned base will be unprotected unless you specify a base number or name.

***/home*** or ***/base*** {number or name}

Teleport back to your base. A timer and/or a cost may apply.

If you have more than one base use the base number or name otherwise you will go to your first base.

***/pause*** (pause your nearest base)

***/pause*** {number or name of base} (pause a specific base)

Pause your base protection.

Only works on your base(s) if you are within 100 metres of them and automatically resumes if you move away or leave the server.

This allows players who you haven't friended access to your base with you present.

***/test base*** {number or name} (test a specific base)

Turn your own base protection against you for 30 seconds to test that it works.

### ***/protect***

***/protect*** {number or name of base}

Set up the bot base protection. The bot will tell you to move towards or away from the base and will

automatically set protection outside of the base protected area. Do not set traps for players at the exit point.

If no base is given, the bot will look for your nearest base.

You should be inside or very close to the base when using this command.

***/resume*** or ***/unpause*** (resume nearest base)

***/resume*** or ***/unpause*** {number or name of base} (resume a specific base)

Re-activate your base protection.

A new base feature is the ability to add any player as a member of any of your bases. This feature overrides your friends list and any base with members added will ignore your friends list. This gives you more control over who can visit your bases and should be easier for you to manage since you don't need to friend a player for this. You can also make a base private. They are public by default which just means that your friends can visit your public bases.

***/add*** (or ***/remove***) ***base*** {number or name of base} ***member*** {player name}

Add or remove a player as a member of one of your bases.

You do not need to ***/friend*** them.

Only you and the base members are allowed in the base when base protection is set. Your friends can't enter the base unless they are members or no members are assigned. To remove all base members use ***/clear base members*** {number or name of base}

Unrestricted command, in-game and IRC

***/clear base members*** {number or name of base}

Remove all members from the specified base.

Unrestricted command, in-game and IRC

***/list base members*** {number or name of base}

List all members of the specified base.

Unrestricted command, in-game and IRC

***/base*** {number or name of base} ***private*** (or ***public***)

Your friends can visit your bases unless you make them private. Private bases can only be visited by you and its base members.

To keep everyone out; protect the base, make it private and don't add any members.

Unrestricted command, in-game and IRC

## **Location Commands:**

***/location categories***

List the location categories. Only admins see the access level restrictions

***/locations***

List the locations and basic info about them.

You can teleport to a location by typing its name eg. ***/lobby***

## **Teleport Commands:**

***/fetch*** {player name}

Move a player to your current location (staff cannot be fetched).

***/pack***

***/revive***

Teleport close to where you last died.

### ***/return***

Teleport back to where you came from before your last teleport command. Locations support a 2nd return if you teleport within the location more than once without leaving it.

### ***/stuck***

Teleport you to the highest ground level at your location.

### ***/visit* or */goto* {player name}**

Teleport to another player. If the server rules allow, you can teleport to a friend. Various rules and cooldowns may block you.

## **Waypoint Commands:**

### ***/set wp* {waypoint name}**

Create or move your first waypoint where you are standing. It retains its current status if it already exists.

### ***/clear all waypoints***

Delete all your waypoints.

### ***/waypoints***

List all of your waypoints.

### ***/clear wp* {name}**

Delete a named waypoint. If it is linked, this also unlinks it.

### ***/open* (or */share*) *wp* {waypoint name}**

Share a waypoint with your friends.

***/close wp*** {waypoint name}

Make a waypoint private again. This is its default state.

***/link wp*** {name of wp1} ***to*** {name of wp2}

***/link wp*** {name of wp1} ***to friend*** {friend's name} ***wp*** {name of wp2}

Link your waypoints to create a portal instead. In this mode you can teleport to them or activate them by stepping into them.

***/unlink wp*** {name of waypoint}

Close your portal and convert each end back into two waypoints which you can then teleport to as normal.

***/wp*** {name or number of waypoint}

***/wp*** {friend's name} {name or number of waypoint}

Teleport to one of your waypoints or teleport to a friend's shared waypoint.

Eg. ***/wp stash*** This will send you to your waypoint called stash.

Eg. ***/wp bob thefort*** This will send you to Bob's shared waypoint called thefort.

## **Shop Commands:**

***/cash*** or ***/wallet*** or ***/bank***

Tells you how many Zennies you have.

***/pay*** {player name} {amount}

Pay a player some amount of Zennies if you have the coin.

***/lotto*** or ***/lottery*** or ***/tickets***

See how big the lottery is and how many tickets you have in the draw.



***/gamble*** {optional quantity} or ***/buy ticket*** {optional quantity}

Buy a ticket in the next daily lottery.

***/show*** or ***/hide cash***

See an in-game PM every time your cash balance changes.

## **Miscellaneous Commands:**

***/accept***

Use this command if you have received an invite to join the IRC server and want further instructions from the bot.

***/bookmark*** {message}

Record the coordinates where you are standing with a message. This was created to help admins quickly teleport to places that players wanted screenshot or videoed by admins before a server wipe.

Only admins can teleport to them. Players can only view a list of the bookmarks created by themselves.

***/claim vote***

Claim your reward for voting for the server at [7daystodie-servers.com](http://7daystodie-servers.com)

Can only be claimed once per day.

***/list bookmarks*** {player}

If players have bookmarked coordinates on your server, this command will give you a numbered list of a player's bookmarks

Players can only list their own bookmarks and can't teleport to them.

***/bail*** {player}

***/bail*** {player} ***pay*** {amount}

Anyone can bail a prisoner out of prison if they have enough Zennies.

If you don't have enough Zennies you can reduce the bail by making payment towards it using the second version of this command above.

***/get region*** {x coordinate} {z coordinate}

Get the region name for the supplied coordinates.

***/custom commands***

List the custom commands if any exist.

***/yes***

If the bot asks you a yes/no question you can simply say yes or use this command to hide your response if commands are hidden. Any other response is taken as a no.

## **Hotspot Commands:**

***/hotspot*** {message}

Create a hotspot at your current position with a message.

***/delete hotspot*** {hotspot number from list}

Delete a hotspot by its number in a list.

***/delete hotspots*** {player name}

Players can only delete their own hotspots but admins can add a player name or id to delete the player's hotspots.

***/hotspots*** {player name}

List your own hotspots. Admins can list another player's hotspots.

***/move hotspot*** {hotspot number from list}

Move a hotspot to your current position.

***/resize hotspot*** {hotspot number from list} **size** {size}

Change a hotspot's radius to a max of 10 (no max size for admins).

eg. ***/resize hotspot 3 size 5***. See ***/hotspots*** to get the list of hotspots.

## Friend Commands:

***/friend*** {player}

Tell the bot that a player is your friend. The bot can also read your friend list directly from the game. If you only friend them using this command, they will not be friended on the server itself only in the bot.

***/clear friends***

Clear your friends list. Note that this does not unfriend players that you friended via your game. You will need to unfriend those players there yourself.

***/unfriend*** {player}

Unfriend a player.

***/friends*** {player} (only admins can specify a player)

List your friends.

## Village Commands:

Villages are a special type of location which has a mayor and village members. Admins and the mayor can add or remove players as members of the village. A village acts like a really large base and can be protected the same way as a base.

Players who are members of the village can enter it, set a base in it and do all of the things that normal villages do such as fight and argue about stuff oh er I mean live in peace and harmony. If protection is enabled and a member is removed from the village, the bot will eject them physically from the village by teleporting them out.

Currently there isn't a lot to a village but more features may get added in the future. I already have plans for a shared bank, and a prison.

Only admins can create a village but once it has a mayor assigned, that player can manage village members, and set or remove village protection.

***/add member*** {player name} ***village*** {village}

Add a player as a member of a village.

This command is only available if you are the mayor of the village.

***/remove member*** {player name} ***village*** {village}

Remove a player from a village.

This command is only available if you are the mayor of the village.

## Misc Commands:

***/timers***

List your active cooldown timers and how much time remains for each.

## Fun Commands:

***/bounty*** {optional player name}

***/view bounty*** {optional player name}

***/view bounties***

See the player kills and current bounty on a players head or on all players currently on the server.

***/reset arena***

Cancel an arena game in progress.

***/beer***

While in any location with beer in its name, players can grab a beer (or a lot).

***/suicide***

Don't do it! :O

***/place bounty*** {player name} {cash}

Place a bounty on a player's head. The money is removed from your cash.

***/gimme***

Play one gimme - win a prize!

Gimme cannot be played within a location unless it is pvp enabled.

Gimme cannot be played inside a player base.

Prize may contain nuts. If a rash develops, see your doctor. Keep away from small children. The bag is not a hat.

***/quit***

***/ragequit***

Get kicked out of the server with a random message.

***/quit*** {message}

Get kicked out of the server and have the bot say your message in game chat.

***/gimmezombies*** or ***/gimmehell*** or ***/gimmeinsane*** or ***/gimmedeath***

Play a special gimme game in a location called arena. You and anyone with you will get 4 waves of zombies to fight.

Select one of 4 games of increasing difficulty (more zombies, faster spawns, harder zombies).

Admins or arena players can cancel the game with */reset arena*

Zombies are randomly distributed between arena players. Any players more than 5 blocks above the arena floor (or under it) are specators and don't get zombies.

Some useless crap is supplied at the start.

***/doge mode*** or ***/doge on*** (or ***off***)

But what does it do!? Play and find out xD

## **Admin Commands:**

*Yes these commands are available to players.*

***/release*** {player name}

Release a player from prison. They are teleported back to where they were arrested. If you are killed by a player, you or an admin can release the killer from prison. If the server has no prison location set, the killer just gets a one hour temporary ban. Prison is more fun as you can mock the prisoner and visit them if the server allows it.

***/restore admin***

Use this command if you are an admin and have used ***/test as player*** or ***/play as player***, and you want to get your admin status back now!