

# The Botman Server Manager

## Locations Noobie Guide

Updated 17 September 2024

Locations are named coordinates in the world that support many settings. This guide will walk you through creating some common locations and will explain each setting in detail.

Since locations need a world coordinate, you need to be in-game somewhere in your world to create one. Note that the location will get whatever your player's current coordinate is so if you are flying or under the map, that is where your new location will be centred and if players can teleport to it, that is where they will go. I hope they packed a parachute! (and a change of pants).

Your new location starts with some default settings. It will be private so only admins can teleport to it, it will be small and its pvp or pve rules will be inherited from the bot according to where in the world it is located. But we can change all that once the location exists.

Blah blah blah let's create your first location already!

Ok ok, go to where you want the centre of your location to be and type

***/location add test***

*Note that for the rest of this guide I will be using the test location in most command examples.*

If you want players to be able to teleport to test, you need to make it public. Type ***/location public test***

The location has a default size of 20 blocks from the centre of the location (40 blocks diameter). You can resize it two ways. Either type ***/location test size 100***, or move to where you want the location to end and type ***/location test ends here***.

Note that the location's default shape is round. If you want the location to be square type ***/location square test***

If you resize a square location using the '/location test ends here' command, you should set it either from the north, south, east or west of the location's centre and avoid setting it on a diagonal for best results.

If your bot is connected to IRC (The Lounge), you can inspect your location with

***location test***

Location: test

Category:

Active: Yes

Reset Zone: No

Safe Zone: No

Public: No

Allow Bases: No

Allow Waypoints: Yes

Allow Returns: Yes

Village: No

Mayor: Nobody is the mayor

Protected: No

PVP: No

Access Level: 99

Owner: Smegz0r

Coords: -444 42 -425

Size: 40

Opens: 0:00

Closes: 0:00

No level restriction

Hidden: No

That info is not everything that the bot stores about the location. If you want to see everything type

***show table locations test.*** The result is less readable but every setting is listed.

You want to see it? OK fine!

*Note, I have added some comments in brackets for some settings.*

### ***show table locations test***

The locations table:

Location test

protected,false (village feature)

cost,0

allowReturns,true

size,20

allowP2P,true

allowBase,false

closingSoon,false

hidden,false

prisonX,0 (future village feature)

y,42

x,-444

name,test

z,-425

exitZ,0

village,false

lobby,false

pvp,true

height,-1 (not used. Later it would be nice to be able to stack locations vertically such as floors in a tall building)

newPlayersOnly,false (not used, use maximumLevel instead)

mayor,0 (village feature)

active,true (not yet used, intended to allow temporarily disabling a location without deleting it)

prisonZ,0 (future village feature)

exitX,0

timeOpen,0

prisonY,0 (future village feature)  
public,false  
minimumLevel,0  
protectSize,50 (village feature)  
dailyTaxRate,0 (future village feature)  
accessLevel,99  
watchPlayers,false  
allowPack,true  
dayClosed,0  
isRound,true  
maximumLevel,0  
killZombies,false  
timeClosed,0  
bank,0 (future village feature)  
owner,76561197983251951 (village feature)  
open,true  
allowLeave,true (not used atm)  
allowWaypoints,true  
exitY,0  
locationCategory,  
resetZone,false  
hordeNightClosedHours,00-00 (not used atm)  
cooldownTimer,0  
groupID,0 (not used atm, intended for player group integration)

So yeah there are a lot of location settings. We will explore them all in a bit.

## The Lobby Location:

Many servers want players to start in a lobby so that they don't start somewhere random (like inside someone's house) and they can be presented with signs laying out the rules or have handy access to traders, etc. The bot has a special location called lobby (or spawn) but you can also tell the bot that any location is your lobby (only one location can be the lobby at a time).

Go somewhere and type ***/location add lobby***, optionally followed by ***/location public lobby***. TADA! Your new players will be kidnapped and dumped in your new lobby location.

If you want your lobby location to be called something else, make your location eg ***/location add hub*** and tell the bot that hub is your lobby by typing ***/location lobby hub***. If you later make or set another location as lobby, the bot will automatically set hub so that it is no longer the lobby. No need to unset it yourself.

## Adding Random Teleports To Locations:

Locations are not limited to having just one teleport coordinate. You can add as many as you like wherever you like including outside of the location. This is useful for making random teleport locations associated with a location or for example making each cell in a prison prefab a random teleport destination for the prison location. There are two ways to do this. For fine control you can add a single teleport coordinate with the command ***/set tp***. If you are outside of the location you need to tell the bot which location you are adding the teleport for. eg. ***/set tp prison***

The other way to create random teleport coordinates for a location requires a few commands and for you to go for a walk. As you travel, the bot will automatically add teleport coordinates from your current position every few seconds. It won't add any if you are not moving or if your distance travelled is just a few blocks. Remember not to fly or go under the map unless you really want your players to teleport there. The bot will keep creating teleport coordinates until you tell it to ***/stop***, or exit the server or use any teleport command. Now let's make some random teleports!

In your location type ***/location test random***

Now just go for a walk or a run for a bit. When you think you've been everywhere you want to go type ***/stop***

You can test your random teleports by repeatedly teleporting to the location. Type ***/test***, see where you end up and type ***/test*** several more times. Note that if you are lazy like me, you can repeat your last command by just typing ***/*** You should find that you arrive in different spots most of the time. If you make a mess of it you can clear all of the random teleports with ***/location test clear***. The test location will just have one teleport coordinate again.

You can go a bit wild with the random teleport feature, for example make a location called city then go to each city or town in your map and either use ***/set tp city*** or do the walking random teleport above to add random teleports for all of your cities and towns. A player typing ***/city*** will go to one of them randomly. If using the automatic random teleport trick above, don't forget to type ***/stop*** or you'll add teleports in places you don't want them.

### **Miscellaneous Location Settings:**

You can move a location with ***/location move test***. It will move to your player's current position. If you have created random teleports for that location, those do not move with the location. You will need to clear them with ***/location test clear***, then create new random teleports if you want them back.

By default a location's pvp or pve status will match the rule that applies where the location is centred. You can change it with ***/location test pvp*** (or pve). Note that if a player kills another player and one of them is in a pve area, the bot will treat either player killing the other player as a legitimate pvp kill. It is possible to create locations inside locations and have different pvp/pve rules apply. You can even go nuts and have multiple locations in locations. The pvp or pve rule that applies is worked out from the player's distance to the nearest location that they are inside of.

You can set a location to spy on your players. This will make the location report all players entering or leaving the location and all changes to their inventory while they are there. The bot will report to the Lounge channels, alerts and watch as well as logging to the daily logs folder and databases.

Set it with ***/location test watch***

Unset it with ***/location test stop watching***

You can rename an existing location with ***/location test rename Hub***

You don't have to capitalise the location name but it will look nicer. Players could teleport to it with ***/hub*** or ***/Hub***.

If you need to delete a location use ***/location remove test***

### **Controlling Access To Locations:**

There are several location settings to restrict who can go to a location and what they can do while there.

Prevent players setting waypoints in the location with ***/location test disable waypoints***.

Stop players using the ***/pack*** command with ***/location pack disable test***.

Prevent players using the ***/return*** command to teleport back to the location with ***/location test disable returns***.

Prevent players teleporting to friends or fetching friends within the location with ***/location p2p disable test***.

Add a cooldown timer (in seconds) that is applied after a player teleports to the location so they can't immediately teleport out with ***/set location test cooldown 120***. Note that there is also a server wide pvp cooldown setting you can use to prevent players quickly teleporting away after killing someone. If you want to set it use ***/set pvp cooldown 180*** (seconds) or longer if you are feeling mean.

Set a cost so that players must have enough zennies to teleport to the location with ***/location test cost 500***.

You can set a minimum or maximum player level or both to restrict who can teleport into a location. It will also teleport players out of the location who's player level is outside of the level(s) allowed. If you only set the maximum level then only players (except admins) with a level above maximum level will get teleported out. Note that these levels are not the same as the bot's internal accesslevel which is static.

To remove the level restriction from a location, set both minimum and maximum levels to 0. Zero is the default.

Let's restrict test to new players. By default the bot considers new players to be anyone with a player level less than 10 unless you have told the bot a different level to consider new players no longer new.

***/location test max level 10***

That's it. Only new players will be allowed into the location called Test.

You can set a minimum access level that the bot will allow a player to teleport to the location called Test. For example if you want only donors to be able to teleport to Test use ***/location test access 10***. If the player group that you are doing this for has a different access level, use that instead of 10. Currently the bot does not support restricting the location specifically to just one player group but the location does have groupID as one of its settings. I need to add some code to bot set and support that setting to make it support that.

You can close a location between certain hours of the day with ***/location test close 0*** and ***/location test open 8***. That will boot players out of the location and prevent teleporting to the location from midnight until 8am daily.

If you want to limit the closure to a specific day in the cycle (between horde nights) use ***/location test day closed 7***. To remove the specific day restriction set this to 0.



## Location Ownership:

By default the location is owned by the admin that created it, but you can transfer ownership to any other player.

Let's give Bob his very own fiefdom er I mean location.

### ***/location test owner Bob***

Bob can protect it with ***/location protect test***. If he does that only Bob and his friends will have access to Test.

## The Village Location:

Villages are not your usual YMCA but are fun to be at.

Villages are really just locations except they are owned by a player (the village mayor), can be protected the same way base protection works and can have any number of village members. The basic idea is you create a village location, assign the mayor, set the village size and optionally enable protection. Admins or the mayor can add or remove players as village members. If the player is inside the village and protection is enabled at the time that they are removed from the village the bot literally ejects them from the village. In order to protect the player bases within the village, ideally you should make the village large enough that other players can't enter the village and get close enough to do any real damage. The bot will teleport them out before they get very far. Since the village is just a location with special settings, you can tell the bot to despawn zombies within the village. The village feature was originally created for roleplay servers. Note that village members can use ***/setbase*** within the village (unless you disabled that) and they can set base protection. Their bases are not aware of the village and its members so they will need to friend members that they want to let into their bases or not enable protection on them. Later I will add more features for villages such as everyone's favourite TAXATION and a shared bank. I probably won't add an HOA as that would be too evil and the village would collapse in corruption and in-fighting faster than usual.

Let's create your first village.

Go to where you want the centre of your village to be and type ***/add village Testville***

Next give it a mayor with ***/elect Joe village Testville*** (a democratically rigged election).

Make the village bigger with ***/village Testville size 600***

If you want to enable village protection type ***/protect village Testville***. Now you just need to walk out of the village. When you are far enough the bot will automatically enable village protection. What you are doing here is setting the exit teleport for the village protection. Usually a player will be teleported out based on their movement but if the bot doesn't have a coordinate to send them to it will use the exit coordinate that you just set here. Try not to set it in a spike pit you monster!

Now all that is missing is village members. You or the mayor can add them with ***/add member Dave village Testville***, or remove someone ***with /remove member Jeff village Testville***.

If you want to disable protection use ***/unprotect village Testville***

### **The Prison Location:**

If your server is pve or a mix of pvp and pve areas you will want to create a prison location. Find somewhere fun and type ***/location add prison***. It doesn't need to be public but you can make it public if you want but you should make it pvp so type ***/location prison pvp***

Now that you have a prison location you can arrest players :D They will love you for that. Don't forget to release them eventually.

If a pvp kill happens in a pve area, the player that killed someone will be teleported to prison. If they try to leave it, they will be teleported back to it as soon as they leave the location.

Note that the player that was killed or an admin can release the killer from prison with ***/release joe***.

The bot supports additional settings for the special location called prison. You can set a bail amount that players can pay to be released, and you can set a timer after which they will be automatically released (unless arrested by an admin). If an admin arrests a player, they can only be released by an admin unless the prison has a non-zero bail set in which case they can be bailed but it will cost! The bot will set their bail at 100,000 and prison time to one month (real time). Note that admins cannot be arrested, also if a player is in timeout they need to be returned from timeout before they can be arrested.

The prison location can be anywhere, ideally far removed from active areas of the server. On some servers in the past, prisoners were hunted. You can make the prison location public or make another location nearby public so that players can teleport there and knife the prisoners in the back. So long as the prison is set for pvp rules, nobody else will get sent to prison for their acts of retribution.

You can set the bail amount with ***/set bail 1000***. The default is 0 and if you want to remove the bail requirement, set it to 0.

The prison timer is in minutes with 0 being the default. To set an automatic prisoner release use ***/set prison timer 10*** (for 10 minutes). Note that the timer uses real time and the player does not have to remain on the server to wait it out. If the timer expires while they are offline, they will be automatically released within 60 seconds of rejoining the server. The bot checks for prisoners to be released every minute. If the prisoner can't cool their heels that long, welp they are probably in the right place. :)

With a bail amount set, the arrested player can pay it from their bot cash balance or part pay it. Any player can pay the prisoners bail or any amount less than the bail amount. Once the bail is paid in full the bot will release the prisoner after a short delay while the bean-counters check it.

### **The Exile Location:**

The bot has a special location, exile. If exile exists you can ***/exile joe*** and send him there. It is just like prison except he is not arrested. Like prison he can't leave exile, also most bot commands are not available to him while exiled. To free him from exile use ***/free joe***.

Exile was originally created as a way to find out which new players on the server were hackers and cheaters or just bad neighbours. If a player turned out to be decent, they would be freed and could then access the entire map. Until then exile was their home. The exile location was very large and a long way away from where everyone else played. Usually exile was somewhere near the edge of the map or in a less popular biome. You can tell the bot that instead of just banning players coming from blacklisted countries, they can go straight to exile instead. We used to do that with a certain eastern country and several players from there were later whitelisted (the bot's whitelist not the server's) so that they could play freely.

Since exile is just a regular location at it's core, to create it simply type ***/location add exile***. If you want blacklisted countries sent to exile type ***/blacklist action exile***. Note that if you exile a player but the location does not exist, they will be sent to timeout instead which is straight up in the stratosphere where they are left to drop until about 20,000 feet then they are teleported back to the stratosphere. If the bot ever quits while a player is falling in timeout they are going to have a bad time.

### **Hiding Locations:**

If you want, you can hide a location. This makes it not list for players when they type ***/locations*** (but admins will still see it). Also the player will not see a private message telling them that they have entered or exited the hidden location. The location will exist in the world and its settings will be applied to players within it (such as pvp/pve rules).

To hide the Test location use ***/location hide test***, and un-hide it with ***/location unhide test***.

### **Location Categories:**

Some servers go nuts making locations, especially for stuff like traders. They end up with so many locations that it becomes impossible to list them all in game with the ***/locations*** command. To fix this you can give a location a category. Players can view the list of location categories with ***/location categories***. You do not need to create the categories directly, simply assign a category to a location and it will be created for you. Using categories allows you to have far too many locations yet still be able to list them all in game. If a player simply types ***/locations***, they will not see

any of the categories or the locations that are assigned to them. If you have a category called traders, players can list those locations by typing ***/locations traders***.

To add a location to a category use ***/location test category traders***

To remove a location from a category use ***/location test clear category***

### **Protecting Locations And The Reset Zone Setting:**

While locations do have the ability to have protection set that is identical to base protection, that feature is meant for villages. If you do ***/protect location***, and the location is not a village, only admins will be able to teleport to or walk into it. If you want to remove this protection from a location use ***/unprotect location test***.

You can block the ***/setbase*** command with ***/location disallow base test*** or alternatively block it by flagging the location as a reset zone with ***/location set reset test***, and you can unset it with ***/location clear reset test***. If the location is flagged as a reset zone, players will get a private message when they enter or leave the location informing them about that (unless the area outside of the location is also a reset zone).

The bot can automatically de-spawn zombies that are active inside the location. The Botman mod has a similar setting that works slightly differently in that it automatically de-spawns zombies that spawn there, but it is not aware of the bot's location and has its own console setup commands.

To de-spawn zombies that walk into test use ***/location safe test***. To turn off this setting use ***/location unsafe test***.

The bot will automatically kill zombies in the location if players are in it otherwise it does not despawn them. To prevent this feature spamming the server it is triggered every 30 seconds. When there are more than 10 players it changes to every minute.

The Botman mod feature for de-spawning zombies in a specific area is ***bm-sanctuary***. It requires several commands to set it up. Here is the console help.

### ***help bm-sanctuary***

**\*\*\* Command(s): bm-sanctuary, bm-zone \*\*\***

**Control Sanctuaries -- These sanctuaries are only used to instantly kill zombies--**

**Usage:**

- 1. bm-sanctuary p1**
  - 2. bm-sanctuary p2 <name>**
  - 3. bm-sanctuary add <name> <x1> <y1> <z1> <x2> <y2> <z2>**
  - 4. bm-sanctuary list**
  - 5. bm-sanctuary remove <name>**
  - 6. bm-sanctuary enable/disable**
- 1. store the first corner of sanctuary being created**
  - 2. creates a sanctuary with specified name**
  - 3. creates a sanctuary with specified name w/out having to move around**
  - 4. lists all sanctuaries**
  - 5. remove sanctuary with specified name**
  - 5. turns sanctuaries on/off**

**\*If adding a sanctuary from control panel/telnet, use command 3.**

Using our Test location let's set up and enable a sanctuary zone that covers all of the location. We need to mark 2 diagonally opposite corners for the sanctuary zone so first move somewhere easy like the south west corner of your Test location, ideally a short distance beyond it and in the in-game console type;

***bm-sanctuary p1***

Now move to the opposite north east corner again ideally a bit further out than the actual location's edge and in the console type;

***bm-sanctuary p2 Test***

All that remains is to enable the Botman mod's sanctuary feature. In the console type;

***bm-sanctuary enable***

Now try spawning a zombie anywhere inside the Test location.

### **Nesting Locations:**

You can add locations inside other locations and give them different settings. You could make the largest location hidden and make it pvp then have a much smaller location somewhere within it and make it pve. The location that the player is closest to will be the location that the bot uses when determining if the player is in a pvp or pve location and whatever other setting that location has will also apply. While this ability can be used anywhere, it is particularly well suited to village locations as those will contain multiple player bases and can be very large. It could contain locations relevant to that village such as its own hub, traders, etc.

### **Final Notes:**

There are a few location settings that are not used either due to abandoned ideas or for stuff yet to be coded. I think I have covered everything you need to know about locations and you should now be an expert locationist :D Please reach out to me on Discord if you are still confused about locations.

Here is the command help for all of the location commands taken from the bot.

*Note: ACL stands for access level which is a commands access restriction. These typically limit commands to admins only but can be adjusted to apply to players as well. An unrestricted command can be used by anyone.*

### **Location Commands:**

*A location is usually a teleport destination. They can be configured for many purposes.*

#### ***/location add {name}***

Create a location where you are standing. Unless you add random spawns, any player teleporting to the location will arrive at your current position. If you are not on the ground, make sure the players can survive the landing.

*ACL: 2 restricted to owners, admins and mods, in-game only*

#### ***/location categories***

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

*Unrestricted command, in-game only*

#### ***/locations***

List the locations and basic info about them.

*Unrestricted command, in-game only*

#### ***/lobby {player name}***

If the lobby location exists, send the player to it. You can also do this to offline players, they will be moved to the lobby when they rejoin. If location spawn exists and lobby does not, spawn is the lobby location.

If a location has been assigned as the lobby and there isn't a location called lobby or spawn, it will be used instead.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*



### ***/location clear reset {location name}***

Remove the reset zone flag. Unless otherwise restricted, players will be allowed to place claims and setbase.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

### ***/location {name} clear***

Delete all random spawns for the location.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

### ***/location {name} ends here***

Set the size of the location as the difference between your position and the centre of the location. Handy for setting it visually.

*ACL: 2 restricted to owners, admins and mods, in-game only*

### ***/location {name} random***

Start setting random spawn points for the location. The bot uses your position which it samples every 3 seconds or so. It only records a new coordinate when you have moved more than 2 metres from the last recorded spot.

Unless you intend players to fall, do not fly or clip through objects while recording. To stop recording just type stop.

You can record random spawns anywhere and more than once but remember to type stop after each recording or the bot will continue recording your movement and making spawn points from them.

The spawns do not have to be inside the location and you can make groups of spawns anywhere in the world for the location.

*ACL: 2 restricted to owners, admins and mods, in-game only*

### ***/location set reset {name}***

Flag the location as a reset zone. The bot will warn players not to build in it and will block **/setbase** and will remove placed claims of non-staff.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

### ***/location move {name}***

Move an existing location to where you are standing. Unless you add random spawns, any player teleporting to the location will arrive at your current position.

If you are not on the ground, make sure the players can survive the landing. If there are existing random spawns for the location, moving it will not move them.

You should clear them and redo them using ***/location {name} clear, then /location {name} random.***

*ACL: 2 restricted to owners, admins and mods, in-game only*

### ***/protect location***

Tell the bot to protect the location that you are in. It will instruct you what to do and will tell you when the location is protected.

*ACL: 1 restricted to owners and admins, in-game only*

### ***/location remove {name}***

Delete the location and all of its spawnpoints.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

### ***/location {old name} rename {new name}***

Change an existing location's name to something else.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

### ***/location {name} category {category name}***

### ***/location {name} clear category***

Set or clear a category for a location. If the category doesn't exist it is created.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

### ***/location {name} access {minimum access level}***

Set the minimum access level required to teleport to the location.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

### ***/location {name}***

See detailed information about a location including a list of players currently in it.

*ACL: 2 restricted to owners, admins and mods, in-game only*

***/location {name} close {0-23}***

Block and remove players from the location from a set hour.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

***/set location {name} cooldown {number in seconds}***

After teleporting to the location, players won't be able to teleport back to it until the cooldown timer expires.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

***/location {name} cost {number}***

Require the player to have {number} Zennies to teleport there. The Zennies are removed from the player afterwards.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

***/location {name} day closed {number}***

Block and remove players from the location on a set day. Disable this feature by setting it to 0.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

***/location {name} minigame {game type}***

Flag the location as part of a minigame such as capture the flag. The minigame is an unfinished idea so this command doesn't do much yet.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

***/location {name} open {0-23}***

Allow players inside the location from a set hour.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

***/location {name} owner {player name}***

Assign ownership of a location to a player. They will be able to set protect on it and players not friended to them won't be able to teleport there.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

***/location {name} min level {minimum player level}***  
***/location {name} max level {maximum player level}***  
***/location {name} min level {minimum player level} max level {max player level}***

Set a player level requirement to teleport to a location.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

***/location {name} size {number}***

Set the size of the location measured from its centre. To make a 200 metre location set it to 100.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

***/set tp {optional location}***

Create a single random teleport for the location you are in or if you are recording random teleports, it will set for that location. If you provide a location name you will create 1 random TP for that location where you are standing.

*ACL: 2 restricted to owners, admins and mods, in-game only*

***/location allow base {location name}***

***/location disallow (or deny or block) base {location name}***

Allow players to ***/setbase*** in the location or block that.

*ACL: 2 restricted to owners, admins and mods, in-game and IRC*

***/location enable (or disable) {name}***

Flag the location as enabled or disabled. Currently this flag isn't used and you can ignore this command.

*ACL: 1 restricted to owners and admins, in-game and IRC*

***/location hide (or unhide) {name}***

Flag the location as hidden or unhidden. Hidden locations are only shown to admins when using the ***/locations*** command.

*ACL: 1 restricted to owners and admins, in-game and IRC*

***/location lobby*** (or ***not lobby***) *{name}*

Flag the location as the lobby or not the lobby. New players will be sent to this location when they spawn if it is flagged as lobby. Only one location will be used so flagging more will not make them all the lobby.

To do that use ***/set tp*** *{location}*. This will add a random teleport destination for the location. You can set as many as you want.

*ACL: 1 restricted to owners and admins, in-game and IRC*

***/location round*** (or ***circle*** or ***square***) *{name}*

Locations are circles by default with a central coord and a radius. You can make the location a square (with equal sides).

The location's size is always its radius.

*ACL: 1 restricted to owners and admins, in-game and IRC*

***/location p2p enable*** (or ***disable***) *{name}* (default is enabled)

When disabled, players will not be able to teleport to friends or fetch friends in the location.

*ACL: 1 restricted to owners and admins, in-game and IRC*

***/location pack enable*** (or ***disable***) *{name}* (default is enabled)

When disabled, the ***/pack*** command will not work if the player died inside the location.

*ACL: 1 restricted to owners and admins, in-game and IRC*

***/location private*** (or ***public***) *{name}* (default is private)

Flag the location as private or public. Players can only use public locations.

*ACL: 1 restricted to owners and admins, in-game and IRC*

***/location {name} pvp***

***/location {name} pve***

Change the rules at a location to pvp or pve.

*ACL: 1 restricted to owners and admins, in-game and IRC*

***/location {name} enable (or disable) returns***

Enable or disable the return command for a location.

*ACL: 1 restricted to owners and admins, in-game and IRC*

***/location safe (or unsafe) {location name}***

Flag/unflag the location as a safe zone. The bot will automatically kill zombies in the location if players are in it.

To prevent this feature spamming the server it is triggered every 30 seconds. When there are more than 10 players it changes to every minute.

*ACL: 1 restricted to owners and admins, in-game and IRC*

***/location {name} watch***

***/location {name} stop watching***

Set a location to report player activity regardless of other player watch settings, or not. The default is to not watch players.

Use this setting to be alerted whenever a player enters/exits a watched location or their inventory changes while in it.

*ACL: 1 restricted to owners and admins, in-game and IRC*

***/location {name} enable (or disable) waypoints***

Block or allow players to set waypoints in the location.

*ACL: 1 restricted to owners and admins, in-game and IRC*

***/show (or /hide) locations***

Normally when you enter and leave a location you will see a private message informing you of this. You can disable the message.

*ACL: 0 restricted to server owners, in-game and IRC*

***/unprotect location {optional name}***

Remove bot protection from the location. You can leave out the location name if you are in the location.

*ACL: 1 restricted to owners and admins, in-game and IRC*