The Botman Server Manager
Waypoints Noobie Guide

Updated 17 September 2024

Cool! So what is a waypoint?

They are a personal teleport that a player can set, re-set, clear, link and share.

Waypoints are a handy way to get around the map instantly while still requiring that a player (or a friend) travels at least once to somewhere to set a waypoint.

They are player owned and managed so admins only need to set limits such as the max number of waypoints players can have and other limits such as cost, cooldowns and other usage restrictions.

Players and admins can also use them to assist with moving bases across the map. Two waypoints can be converted into a command-free two-way teleport portal. Simply set one in the old base, another in the new base and link them together! :D

Waypoints are secure. They don't physically exist in the game and can only be used by the waypoint owner, their friends if the waypoint is shared, and admins (can't keep those nosey admins out).

Waypoints cannot be set by players inside unfriendly bases (if the other base owner used */setbase* there) or inside locations that have been set to not allow waypoints.

Players can share waypoints with their friends.

Waypoints can be named.

Admins can set several limits on waypoints or disable them entirely. Using player groups admins can set different waypoint limits and permissions for different groups of players and, also have waypoint settings for players who are not in a player group.

Here is the command help for all of the waypoint 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 adjusted to apply to players as well. An unrestricted command can be used by anyone.

Note[2]: Player groups have their own copy of waypoint settings which override several waypoint commands shown here. See the Player Groups Noobie Guide for how to set waypoint settings in player groups.

Waypoint Commands:

/clear all waypoints *{optional player name}*

Delete all your waypoints (anyone can do this) or those of a named player (only admins)
Unrestricted command, in-game and IRC

/waypoints *{player name}* (list a player's waypoints)
/waypoints range *{distance}* (list all waypoints within range of your position)
/waypoints near *{player or location}* **range** *{distance}* (list all waypoints within range of a player or location)

List the waypoints of a player or within {distance} of your current position or the location of another player or location.
ACL: 90 restricted to players and all admins, in-game and IRC

/set max waypoints *{number}* (applies server wide)
/set max waypoints *{player name}* **number** *{number}* (for a specific player)
/set max waypoints donors *{number}* (for donors)

Set the max number of waypoints players can have or a specific player can have.
ACL: 1 restricted to owners and admins, in-game and IRC

/set waypoint cooldown *{number}* (in seconds)

Set how long in seconds players must wait between uses of waypoints
ACL: 1 restricted to owners and admins, in-game and IRC

/set set wp cooldown *{number}* (in seconds)
(Not a typo)

Set how long in seconds players must wait between uses of **/set wp**. This hampers abuse of the command to locate hidden bases.

Note this cooldown is not the waypoint cooldown timer above.
ACL: 1 restricted to owners and admins, in-game and IRC

/set waypoint cost *{number}*

Set a price to use waypoints. Players must have sufficient Zennies to teleport.
ACL: 1 restricted to owners and admins, in-game only

/set waypoint create cost *{number}*

Set a price to create waypoints. Players must have sufficient Zennies
ACL: 1 restricted to owners and admins, in-game only

/enable (or **/disable**) **linked waypoints** (default enabled)

If disabled, players will not be able to link waypoints. Also any non-admin existing linked waypoints will be unlinked.
ACL: 1 restricted to owners and admins, in-game and IRC

/enable (or **/disable**) **waypoints**

Allow players to create, use and share waypoints.
ACL: 0 restricted to server owners, in-game and IRC

/clear wp *{name}*

Delete a named waypoint. If they are linked, this also unlinks them.
ACL: 90 restricted to players and all admins, in-game and IRC

/close wp *{waypoint name}*

Make a waypoint private again. This is its default state.
ACL: 90 restricted to players and all admins, in-game and IRC

/open wp *{waypoint name}*

Share a waypoint with your friends.
ACL: 90 restricted to players and all admins, in-game only

/set wp *{waypoint name}*

Create or move your first waypoint where you are standing. It retains its current status if it already exists.
ACL: 1 restricted to owners and admins, in-game and IRC

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

Link your waypoints to create a portal instead. In this mode you cannot teleport to them, instead you activate them by stepping into them.

This is the famous portal-potty featured in Skippy0330's Youtube video showcase of the bot almost 10 years ago!
The toilet teleport using two linked waypoints.
ACL: 90 restricted to players and all admins, in-game only

/unlink wp *{name of waypoint}*

Close your portal and convert each end back into two waypoints which you can then teleport to as normal.
ACL: 90 restricted to players and all admins, in-game only

/wp or ***/wp1*** or ***/wp*** *{your named waypoint}*
/wp *bob {bob's shared waypoint}*

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

Examples:
/wp *stash* (tele to your waypoint called stash)
/wp *bob pit* (tele to bob's waypoint called pit)
/wp *bob wp3* (tele to bob's third waypoint)
ACL: 90 restricted to players and all admins, in-game only