
botman (Smegzor) Documentation

Release latest

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Contents

1	Botman Documentation	1
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1.1 Botman: A 7 Days to Die Bot

1.1.1 Introduction

Botman, a server manager for managing a 7 Days to Die server

botman3 Bot source updated 27 March 2017. Works with A15.2 (b8)

Botman is a server manager that you interact with ingame and/or via Internet Relay Chat rather than in an application window. A web interface is in the works which will make the bot and server even easier to manage.

Botman is the code name for a Lua script written by Matthew Dwyer aka Smegz0r with help and input from many friends, players and admins. It is released as open source so that if you have the skill, time and patience you can make it uniquely yours and even contribute cool new features back so that everyone gets a better bot. Lua is really easy to learn and you can edit it while it is running! How cool is that? :D

It can run on low spec hardware or in the cloud. It is fast, stable and feature rich with many commands for server owners, admins and players. The bot has a personality and you can mould it how you want The Windows build of Botman is on hold so that I can concentrate on other tasks. The bot demands a lot of my time and I give a lot but I have to eat too. I am still actively working on the bot but in other areas.

Contact me for the latest sources. I update and maintain all bots that I release. An estimated over 100 bots so far! Contact me if you need help setting up a bot and/or a virtual machine for it.

Disclaimer: I support the code that I publish. Any private modifications to my code are the sole responsibility of the person making those modifications. I do not support changes designed to require the exchange of real money for items or services using my code.

1.1.2 Note:

Hi guys! I want to build a web interface for the bot. It initially will be simple, just Bootstrap, and coding by hand. Maybe later I'll have a crack at something fancy like Meteor. My main problem is time. If it got any funding, I could put more time and effort into it than I can afford at the moment. So I'm looking at fundraising for it. I'm not sure what

a realistic funding goal should be. If I was doing this for a client, I'd be talking \$5,000. If you would like to donate towards the bot having a web interface, head over to my donate page. I think Paypal lets you leave a message with your donation. If I get any donations towards the web interface, I'll add one of those cheesy thermometer graphics to this page :)

1.2 Install Guides

1.2.1 Section 1. 7 Days to Die Server Installation

Step 1. Install 7 Days to Die Server and Mods

1. Ensure you're using the most up to date packages:

```
sudo apt-get update
sudo apt-get upgrade
sudo apt-get dist-upgrade
sudo reboot
```

2. Setting up a 7 Days to Die Server using [LGSM](#)

1. To find out what xx-bit you are running

cat /proc/version i.e.

```
Linux version 3.16.0-4-amd64 (debian-kernel@lists.
debian.org) (gcc version 4.8.4 (Debian 4.8.4-1) ) #1
SMP Debian 3.16.39-1+deb8u2 (2017-03-07)
```

I would install the 64-bit

2. Install one or the other bases on what xx-bit version of Debian you have

For Debian 64-bit

```
sudo dpkg --add-architecture i386; sudo apt-get install
mailutils postfix curl git wget file bzip2 gzip unzip
bsdmainutils python util-linux tmux lib32gcc1 libstdc++6
libstdc++6:i386 telnet expect
```

For Debian 32-bit

```
sudo apt-get install mailutils postfix curl git wget
file bzip2 gzip unzip bsdmainutils python util-linux
tmux libstdc++6 telnet expect
```

3. Create a user and login.

```
sudo adduser sdtserver
passwd sdtserver
su - sdtserver
```

4. Download the script.

```
wget https://gameservermanagers.com/dl/sdtserver
```

5. Make it executable.

```
chmod +x sdtserver
```

6. Add Steam login details.

You will need to enter a Steam username and password to download 7 Days to Die dedicated server.

It is recommended that you create a new Steam username just for the server.

```
nano sdtserver
```

```
# Steam login
steamuser="username"
steampass="password"
```

7. Run the installer and follow the instructions.

```
./sdtserver install
```

3. Download and install the 7DTD Alloc Mod files

1. From here: <http://illy.bz>

4. Download and install the Coppi Mod files

1. From here: <https://1drv.ms>

5. Configure 7DTD server to allow telnet using a port and password of your choice.

```
nano /opt/sdtserver/serverfiles/sdt-server.xml
```

```
<property name="TelnetEnabled" value="true"/>
<property name="TelnetPort" value="8081"/>
<property name="TelnetPassword" value="pasw0rd1"/>
```

Note: Don't use this password please change it to your own

6. Test telnet

```
telnet localhost 8081
```

You should see something like this:

```
Trying ::1...
Trying 127.0.0.1...
Connected to localhost.
Escape character is '^]'.
Please enter password:
*****
Logon successful.
*** Connected with 7DTD server.
*** Server version: Alpha 15.2 (b8) Compatibility Version: Alpha 15.2
*** Dedicated server only build
```

1.2.2 Section 2. Software Installation

Step 1. Installing Software Dependencies

1. Ensure some essential system utilities are installed

```
sudo apt-get install software-properties-common
python-software-properties
```

2. Bot main software dependencies:

```
sudo apt-get install bless geany geany-plugin-lua mudlet
ngircd xchat phpmyadmin luafilesystem lua-sql-mysql lua-zip
lua5.1 luajit gnome-nettool openssh-server
```

4. There are a few flavors of MySQL you can install. I recommend MariaDB. Remember this password you will need it.

Oracle MySQL

```
sudo apt-get install mysql-server mysql-client
libmysqlclient-dev
```

MariaDB

```
sudo apt-get install mariadb-server mariadb-client
libmysqlclient-dev
```

Percona

```
sudo apt-get install percona-server-server-5.6
```

5. **(optional)** I recommend also installing xrdp and the desktop XFCE4 (you will need a desktop GUI)

```
sudo apt-get install xrdp xfce4
```

6. **(optional)** Some other tools that are nice to have:

```
sudo apt-get install mc, htop, putty, meld, znc
```

1.2.3 Section 3. Setting up the bot database(s)

Step 1. MySQL database/user creation

1. Create MySQL database(s)/user(s) for the bot

1. Start mysql client: see step 4 for password

```
sudo mysql -uUSER -pPASSWORD
```

i.e.

```
sudo mysql -uroot -pmysql411
```

2. Create the bot database(s)

```
CREATE DATABASE bot;
```

```
CREATE DATABASE testbot;
```

3. Create users for the bot database(s)

```
GRANT ALL ON SomeDatabaseName.* TO 'SomeUserName'@'SomeHostName'
IDENTIFIED BY 'SomePassword';
```


i.e.

```
GRANT ALL ON bots.* TO 'bots'@'localhost' IDENTIFIED BY  
'bots411';
```

```
GRANT ALL ON testbot.* TO 'testbot'@'localhost'  
IDENTIFIED BY 'bots411';
```

4. Grant extra user permissions

This adds needed permissions to the account you just created.

```
GRANT FILE ON *.* TO 'SomeUserName'@'SomeHostName';
```

i.e.

```
GRANT FILE ON *.* TO 'bots'@'localhost';
```

```
GRANT FILE ON *.* TO 'testbot'@'localhost';
```

5. Close the mysql session

```
exit
```

1.2.4 Section 4. Installing Mudlet

Step 1. Installing Mudlet

Notes:

Here is an official help thread for Botman: <https://7daystodie.com/forums>

TheFea is working on a modified version for Smegzor. By far the fastest and easiest way to get Mudlet running right.

Found here: <https://github.com/itsTheFae/FaesMudlet2> read up on it

1. Download/compile/run Mudlet:

```
wget https://raw.githubusercontent.com/itsTheFae/FaesMudlet2/  
master/setup-debian.sh  
  
chmod +x ./setup-debian.sh && ./setup-debian.sh  
  
wget https://raw.githubusercontent.com/itsTheFae/FaesMudlet2/  
master/build-mudlet.sh
```

Note: This last step will take some time to build

```
chmod +x ./build-mudlet.sh && ./build-mudlet.sh
```

2. Download/Clone Botman

Found here: <https://bitbucket.org/mhdwyer/botman>

1.2.5 Section 5. Setting up ngIRCd

Step 1. Editing ngIRCd.conf

New change to botman:

1. You will want to set static channels for your bots.

1. This can be done by editing /etc/ngircd/ngircd.conf use nano or your editor of choice.

```
nano /etc/ngircd/ngircd.conf  
scroll down until you see
```

```
[Server]  
# More [Server] sections, if you like ...“
```

2. Copy and past the following into ngircd.conf right below the above

```
[Channel]  
Name = #bot1  
  
# Topic for this channel  
Topic = Bot alerts channel  
  
# Initial channel modes  
;Modes = tnk  
  
# initial channel password (mode k)  
;Key = Secret  
  
# Key file, syntax for each line: “<user>:<nick>:<key>”.  
# Default: none.  
;KeyFile = /etc/ngircd/#chan.key  
  
# maximum users per channel (mode l)  
;MaxUsers = 23
```

```
[Channel]  
# Name of the channel  
Name = #bot2  
  
# Topic for this channel  
Topic = Bot alerts channel  
  
# Initial channel modes  
;Modes = tnk  
  
# initial channel password (mode k)  
;Key = Secret  
  
# Key file, syntax for each line: “<user>:<nick>:<key>”.  
# Default: none.  
;KeyFile = /etc/ngircd/#chan.key  
  
# maximum users per channel (mode l)
```

```
;MaxUsers = 23
```

```
[Channel]
```

```
# Name of the channel
```

```
Name = #new_alerts
```

```
# Topic for this channel
```

```
Topic = Bot tracker channel
```

```
# Initial channel modes
```

```
;Modes = tnk
```

```
# initial channel password (mode k)
```

```
;Key = Secret
```

```
# Key file, syntax for each line: "<user>:<nick>:<key>".
```

```
# Default: none.
```

```
;KeyFile = /etc/ngircd/#chan.key
```

```
# maximum users per channel (mode l)
```

```
;MaxUsers = 23
```

```
[Channel]
```

```
# Name of the channel
```

```
Name = #new_watch
```

```
# Topic for this channel
```

```
Topic = Bot watch channel
```

```
# Initial channel modes
```

```
;Modes = tnk
```

```
# initial channel password (mode k)
```

```
;Key = Secret
```

```
# Key file, syntax for each line: "<user>:<nick>:<key>".
```

```
# Default: none.
```

```
;KeyFile = /etc/ngircd/#chan.key
```

```
# maximum users per channel (mode l)
```

```
;MaxUsers = 23
```

```
[Channel]
```

```
# Name of the channel
```

```
Name = #new_watch_wat
```

```
# Topic for this channel
```

```
Topic = Bot watch channel

# Initial channel modes
;Modes = tnk

# initial channel password (mode k)
;Key = Secret

# Key file, syntax for each line: "<user>:<nick>:<key>".
# Default: none.
;KeyFile = /etc/ngircd/#chan.key

# maximum users per channel (mode l)
;MaxUsers = 23
```

```
[Channel]
# Name of the channel
Name = #new_tracker

# Topic for this channel
Topic = Bot tracker channel

# Initial channel modes
;Modes = tnk

# initial channel password (mode k)
;Key = Secret

# Key file, syntax for each line: "<user>:<nick>:<key>".
# Default: none.
;KeyFile = /etc/ngircd/#chan.key

# maximum users per channel (mode l)
;MaxUsers = 23
```

4. ctrl + X
5. Y
6. enter
7. sudo service ngircd stop
8. sudo service ngircd start
9. sudo service ngircd status
10. done!

1.2.6 Section 6. Setup and Testing

Step 1. Setting up ngircd, bot channels

The default install should work. Bot may say no such user or channel.

More to come on this.

Step 2. Testing Mudlet's Connections

1. Before you load the bot and make any configuration changes, make a quick test of the mudlet environment.

1. Start Mudlet.
2. Click the Help icon to test Mudlet's IRC Client is connecting to your local IRC server.

You should see something like this:

Capabilities acknowledged: multi-prefix

Welcome to the Internet Relay Network !~mudlet@localhost

Your host is some.site.com, running version ngircd-22 (x86_64/pc/linux-gnu)

3. Click the Connect icon and create a new profile to test the connection from Mudlet to your 7 days server telnet port.

In the Server address block put: 0.0.0.0

In the Port block put: 8081

or your own IP:Port numbers if you have different ports

If everything connected correctly you should see:

```
[ OK ] - Lua module rex_pcre loaded.
[ OK ] - Lua module zip loaded.
[ OK ] - Lua module lfs loaded
[ OK ] - Lua module sqlite3 loaded
[ OK ] - Mudlet-lua API & Geyser Layout manager loaded.
[ INFO ] - Looking up the IP address of server:127.0.0.1:8081 ...
[ INFO ] - The IP address of 127.0.0.1 has been found. It is: 127.0.0.1
[ INFO ] - Trying to connect to 127.0.0.1:8081 ...
[ INFO ] - A connection has been established successfully.
```

Please enter password:

YourTelnetPassword

Logon successful.

*** Connected with 7DTD server.

*** Server version: Alpha 15.2 (b8) Compatibility Version: Alpha 15.2

*** Dedicated server only build

Server IP: Any
Server port: 26900
Max players: 10
Game mode: GameModeSurvivalMP
World: Random Gen
Game name: BotLovU
Difficulty: 3

4. You can verify the IRC client in mudlet is working by using xchat or another IRC client to watch the IRC channel (#mudlet or whichever you chose) for connection and quit lines.

Step 3. Setting up the Bot Database

The bot uses two databases which you can find in `USERNAME/mudlet-data/profiles/newbot/sql`: *bots.sql* and *testbot(structure only).sql*

The third sql is starting data for your bot(s): *testbot(sample data).sql*

The first database “bots” is used for storing information that many bots may use.

The second database “testbot” is the database used for individual bot(s) data.

1. Create your MySQL databases.
 1. Quick and easy SQL import.

```
sudo mysql -u USERNAME -p PASSWORD bots <
USERNAME/mudlet-data/profiles/newbot/sql/bots.sql
```

```
sudo mysql -u USERNAME -p PASSWORD testbot < USERNAME/
mudlet-data/profiles/newbot/sql/testbot(structure
only).sql
```

```
sudo mysql -u USERNAME -p PASSWORD testbot <
USERNAME/mudlet-data/profiles/newbot/sql/testbot(sample
data).sql
```

Or

2. Assuming you have already configured a MySQL server and PhpMyAdmin management interface, you can now use PhpMyAdmin to create the bot(s) databases.
2. Once done, configure the bot profile with the connection credentials. The bot depends on the databases to function correctly so editing the `USERNAME/mudlet-data/profiles/newbot/scripts/editme.lua` file with geany or another editor (nano) will save you time.

```
nano USERNAME/mudlet-data/profiles/newbot/scripts/editme.lua
```

Step 4. Configuring the Bot

1. The one configuration required, aside from database settings in step 3, is the telnet password.
2. This can be done by editing *scripts/editme.lua*.

```
nano USERNAME/mudlet-data/profiles/newbot/scripts/editme.lua
```

3. Other configurations can be set via commands issued over IRC or in game as an admin.

See: *Botman: Commands*.

Step 5. Run a Test

1. Making sure to have your edited mudlet profile files in the mudlet-data profile directory USERNAME/mudlet-data/profiles/newbot/current/bot_profile.xml, start mudlet and select the “newbot” (as named in the repo, otherwise named as the folder name.)
2. Set your telnet connection address and port and start the bot.
 1. You should see the bot login, or attempt to.
 2. You can verify the bot has logged in using the IRC, it will tell you. If the bot login works you’ll see it run off some initial commands to gather data about the server and any players.
 3. From here out your bot is working. It always needs testing/error checking, just to be sure.
1. In mudlet, click on the scripts icon and then click the “errors” icon to the left at the bottom of the list.
2. Join your 7dtd server and type */gimme admin* (you should have already been configured as an admin in the server’s config files.)
3. The bot will recognize you as an admin and allow you to use all the commands it has if it is working.
4. If anything is wrong you will see the errors in the error pane of the scripts window.

Step 6. Enjoy having a cool Bot!

1.2.7 Section 7. Thanks

Thanks to everyone especially:

SmegzOr
TheFea
Alloc
Coppi

1.3 Botman: Commands

1.3.1 In-game Admin commands

```
/activatetp <teleport>
```

Change a teleport to active. It will now be able to teleport some or all players depending on...

`/add reset zone`

Tell the bot that the region you are in is a reset zone. It will alert players as they enter and...

`/admin add <playername> *`

Add a player to the admins table. The slash is required.

`/admin remove <playername> *`

Remove a player from the admins table. The slash is required.

`/arrest <playername>`

Send the player to the prison location. A location called prison must exist. The player will be...

`/baditem <item> / baditemadd <item>`

Add an inventory item to the banned items table. The name must be identical to the name used to...

`/baditemdrop <item> / baditemdel <item> / baditemrem <item>`

Remove an item from the banned items table.

`/baditems`

List all the items that are not allowed in player inventories

`/bases nearby <optional number in meters>`

List all the player bases near you. This works like the who command and defaults to 200 meters....

`/cancel reboot`

Cancel a scheduled reboot. Will not work if a reboot was created with the forced flag.

`/closeto <playername>`

Teleport 10 meters below and off to the side of a player. Do this while flying as you will be...

`/closetp <teleport name>`

Complete a teleport called <teleport name>. This will activate it and you will be...

`/crimescene <playername>`

Teleport to the where a player was when they were arrested. Very useful for investigating a PVP...

`/deactivatetp <teleport>`

Stop a teleport from activating.

`/fetch <playername>`

Teleport a player to you. If the player has not done enabletp or is another admin, you cannot...

`/gimme gimme`

Gimme messages are sent to in-game chat for everyone to read

`/gimme off`

Disable gimme so nobody can use it.

`/gimme on`

Enable gimme so it can be played.

`/gimme peace`

Most gimme messages will be private messages to the player. Only a few select prizes are still...

`/gimme reset`

Resets everyone's gimme counter allowing them to play 10 gimme games. The gimme game is...

`/goto <playername>`

Teleport to a player. Also works for offline players if the bot has seen them.

`/hotspot <message>`

Add a hotspot (private message) at your location. You can optionally set a size. Just include a...

`/hotspot delete`

Delete the nearest hotspot. Use the hotspots command to find the nearest hotspot.

`/hotspots <optional number>`

List all the hotspots near you. The default is to list hotspots within 20 meters of you. Add a...

`/ignore player <playername>`

Tells the bot to allow a specific player to have banned items in their inventory (except bedrock).

`/ignoreadmins (also exclude admins)`

Tells the bot not to include admins in tests for banned inventory or to block admins from...

`/include player <playername>`

The player will no longer be allowed to have banned items in inventory.

`/includeadmins (or include admins)`

Tells the to include admins in tests for banned inventory and to block admins from entering areas...

`/just release <playername>`

You can release a prisoner without returning them. They will have to find their own way home.

`/killtp <teleport>`

Delete a teleport.

`/list reset zones`

Display the list of reset zones.

`/lobby <playername>`

If a location called lobby exists, you can send a player to it. If the player is offline, they...

`/location add <location name>`

Add a location.

`/location disable <location name>`

Change the status of a location to disabled.

`/location enable <location name>`

Change the status of a location to enabled.

`/location private <location name>`

Change the status of a location to private.

`/location public <location name>`

Change the status of a location to public.

`/location remove <location name>`

Delete a location.

`/lock <playername> *`

Server owners can lock a player in prison. Only a server owner will be able to release that...

`/map size <number>`

Set the size of the map (in meters) from 0,0 in which players are allowed to explore. If they...

`/opentp <teleport name>`

Create a teleport called <teleport name>

`/owntp <teleport> <playername>`

Teleports are owned by their creator. Use this command to change ownership to another player...

`/pause reboot`

Suspend a pending reboot.

`/playerhome <playername>` (or `playerhome2`). Alias `playerbase/playerbase2`

Teleport to the location of a player's base teleport or base2 teleport.

`/prison size <number>`

Set the size (in meters) of the prison. Prisoners will be prevented from exploring beyond this...

`/prisoner <playername> <reason for being a prisoner>`

You can enter a reason for arresting a player. Currently this isn't reported anywhere but I will...

`/prisoners`

List all the prisoners

`/privatetp <teleport>`

Change a teleport to private. Only admins, the teleports owner and their friends can use it

`/protect <playername>`

Enables base protection on a players first base. To protect a second base the command is...

`/publictp <teleport>`

Make a teleport public. Anyone can use it.

`/reboot *`

optional parameters: when idle/empty (admins can do this version) n minutes/hours (restricted...

`/release <playername>`

Release a player from prison and return them to where they were arrested. If the prisoner killed...

`/remove donor <playername>`

Remove a player from the donors table.

`/remove reset zone`

If the region you are in is a reset zone, this will remove it from the list and players will no...

`/rescue <playername>`

An alternate form of the fetch command but ignores enabletp. For use with uncooperative players.

`/reset gimmehell`

The gimmehell game uses its own spawn queue which is loaded at the beginning of a game. If you...

`/resettimers <playername>`

This will reset the base cooldown (30 minute) timer and the gimme count for an individual player.

`/return <playername>`

You can return a player to wherever they were teleported from. Players can use it on themselves...

`/send <playername> to <playername>`

Teleport a player to another player even if the other player is offline.

`/sendhome <playername>`

If a player has set a base you can send them to it. Use `sendhome2 <playername>` to send...

`/set base size <size> <playername>`

By default base protection is 32 meters from the base teleport which makes a total of 64 meters...

`/setbase <playername>`

Set a base teleport where you are standing for a player. No `setbase2` version yet.

`/setexitbase <playername>` (or `setexitbase2 <playername>`)

Set the exit point for the players base or base2 teleport. You only need to use this command...

`/teleports (optional <playername>)`

List all the teleports. If the list gets too long add a playername to just see teleports created...

`/timeout <playername>`

Send a player to timeout (2km above a lake). They will free-fall until they are below 500...

`/tp <teleport name>`

Teleport to the location of a teleport. You will immediately be teleported by it so either step...

`/track <playername>`

You will teleport to each of the last 30 steps a player took so you can see where they went....

`/unpause reboot`

Resume a paused reboot.

`/unprotect <playername>`

Disable base protection. Use `unprotect2` to do this to a player's second base if they have one.

`add donor <playername>`

Add a player to the donors table.

1.3.2 In-game Base (home) commands

`/base` Teleports you back to wherever `/setbase` was done. This command has a 30 minute delay between uses...

`/delbase`

This tells the bot to forget your base. You will lose the ability to teleport to there and the...

`/pause`

This will pause your base protection. It will automatically resume if you exit the game or move...

`/resume`

Resumes your base protection and anyone not on your friends list or an admin will be ejected from...

`/setbase`

Tells the bot where your base is (doesn't have to be the location of your bed). This command...

`/setexitbase`

For base protection to work, you need to tell the bot where to send players that it removes from...

`/status`

Check the status of your base (or bases if you are a donor). It will tell you if you have...

1.3.3 In-game Coppi Admin commands

`/mute <player name> /unmute <player name>` Prevent a player using text chat or allow them to chat.

`/spawn horde <optional player or location name> <number of zombies>` Spawn a horde around a player or location or at a marked coordinate. See `/set horde`.

`/hide commands /show commands` Hide commands from ingame chat which makes them all PM's or show them which makes them public.

`/physics on /physics off` Enable or disable physics on the server. The state of physics is persistent across reboots.

`/set new player/player/donor/prisoner/mod/admin/owner chat colour FFFFFFFF` To disable automatic chat colouring, set it to white which is FFFFFFFF Enable or disable physics on the server. The state of physics is persistent across reboots.

`/make maze` Optional parts: `wall <block name> fill <air block> width <number> length <number> height <number> x <x coord> y <y coord> z <z coord>` Default values: `wall steelBlock fill air width 20 length 20 height 3`. It uses your current position for x, y and z if not given. Generate and build a random maze. It is very slow and someone must stay with it or it won't work. Cancel it with `/stop maze`

`/stop maze` Aborts any maze(s) that you have told the bot to create.

`/set/clear horde` Marks your current position to spawn a horde ther with `/spawn horde`. Clear horde doesn't remove the horde. It only clears the saved coordinate.

`/add prefab <name>` You can copy an area of blocks to later recall them or to fill the area with a block. This requires the latest Coppi's Additions and are not currently in Alloc's Mod. You can give it any name but you can't reuse a name that is already defined by you.

`/undo` The block commands `prender`, `pdup` and `pblock` allow for the last command to be undone, however since more than one person can command the bot to do block commands it is possible that other block commands have been done by the bot since your last block command. If the last block command came from you, the bot will undo it.

`/list saves <optional player name>` List all your saved prefabs or those of someone else. This list is coordinate pairs of places in the world that you have marked for some block command. You can use a named save with the block commands.

`/mark <name> start /mark <name> end` Mark two opposite corners of the area you wish to copy. Move up or down between corners to add volume.

`/save <name>` Now that you have marked out the area you want to copy, you can save it.

`/load prefab <name> at <x> <y> <z> face <0-3>` Everything after the prefab name is optional and if not given, the stored coords and rotation will be used. Restore a saved prefab in place or place it somewhere else. If you provide coords and an optional rotation (default is 0 - north), you will make a new copy of the prefab at those coords. If you instead add here, it will load on your current position with optional rotation. If you only provide the name of the saved prefab, it will restore the prefab in place which replaces the original with the copy. For perfect placement, start from a south corner.

`/move block <name of saved prefab> here /move block <name of saved prefab> <x> <y> <z> /move block <name of saved prefab> up (or down) <number>` Fills a saved block with air then renders it at the new position and updates the block's coordinates.

`/copy block <name of saved prefab> here /copy block <name of saved prefab> <x> <y> <z>` Renders a saved block at your position or the coordinates you specify

`/rotate (or /spin) block <name of saved prefab>` Spins a block around its first XYZ

`/place door block <block name or id> or prefab <name of saved prefab> named <name your door>` Creates a special door block in front of you.

`/set mark <optional player>` Temp store your current position for use in block commands which you use later. It is only stored in memory. If you add a player name it will record their current position instead.

`/set p1` Temp store your current position for use in block commands which you use later. It is only stored in memory.

`/set p2` Temp store your current position for use in block commands which you use later. It is only stored in memory.

`/erase <optional number>` (default 5) Replace an area around you with air blocks. Add a number to change the size. Default is 5.

`/dig (or fill) <optional number>` (default 5) Dig a hole or fill a hole. Default is 5. This can also be used to make tunnels and walls. When not digging or filling up or down, a compass direction is needed (north, south, east, west) There are several optional parts, wide, block, tall, base and long. Default block is air, base is at your feet and the others default to 5. Examples: `/dig north wide 3 tall 3 long 100 /dig bedrock wide 1 /dig up (makes a 5x5 room) /dig up (or room) wide 5 tall 10 (makes a 10x10 room) /fill east base 70 wide 2 tall 10 long 50 block steelBlock /fill bedrock wide 2 block 1`

You can repeat the last command with `/again` and change direction with `/again west`

1.3.4 In-game Donor commands

`/clear waypoint`

Delete your waypoint

`/close waypoint`

Make your waypoint only accessible to you.

`/open waypoint`

Make your private waypoint available to your friends.

`/set waypoint`

Donors can create a waypoint which is a personal teleport location. They can also share it with...

`/setbase2`

`/setbase2 /setexitbase2 /base2 (or /home2) /pause2 /resume2 /delbase2`

`/waypoint (or /<your name>)`

Teleport to your waypoint. Friends can also teleport to it but must type the alternate form which...

1.3.5 In-game General commands

`/alert <your message here>` The bot can record a message for you which will be read later by an admin. Your message includes...

`/disabletp`

You will not be able to use teleport commands or physical teleports.

`/enabletp`

You must use this command before you will be allowed to use any optional teleports. Even admins...

`/friend <player name>`

Add a friend to your friends list.

`/friends`

You can tell the bot who your friends are. This gives them access to private teleports etc. The...

`/gimme`

Play the gimme game! Don't play inside unless you are prepared for that. You can win a lot of...

`/gimme peace`

If the gimme spam annoys you you can silence it with this command. You won't see the gimme prizes...

`/info`

Lists many game settings and server details.

`/locations`

List teleport locations. Visit them by typing the name of the location in chat without anything...

`/new players`

List all new players since midnight server time.

`/rules`

Lists the server rules.

`/seen <player name>`

Wondering when someone last played? This command will tell you.

`/suicide`

Die. No ceremony, no funeral, no flowers.

`/unfriend`

Remove a friend from your friends list.

`/who`

List any player within 200 meters of you. It is just a simple list of names.

1.3.6 IRC commands

add admin <playername> *

A server owner can add a player to the list of admins.

add mod <playername> *

A server owner can add a player to the list of moderators owners.

add owner <playername> *

A server owner can add a player to the list of server owners.

admins

List the players who are admins.

bases

List all player bases and which region they are in. Bases can span regions but only the region...

con <server command>*

Send a command to the server in console. You will not receive any feedback currently.

date or time or day

Displays the current game date and time. This is also displayed beside all ingame chat that is...

donors

List all donors known to the bot. Later this will include the expiry date if any for their donor...

friends <player>

List a player's friends. Does not include any friends done the official way, only those done via...

help

Displays basic command help in irc

igplayer <playername>

List the raw in-game record for a player. This record only exists while the player is online.

inv <player name>

List the current inventory of a player, even offline players.

locations

List all locations including their current status and the coordinates.

mods

List the players who are moderators.

new players

List all new players in the last 2 days (server time) including their current coordinates

owners

List the players who are owners.

permaban <playername>

Permanently bans a player by steam id. You can use player name, steam id or game id. Read the...

player <player name>

View the bot's record for a specific player. This will not include information stored in other...

player <player name> friend <player to be friended>

You can manipulate the bot's friends lists on behalf of a player. This is useful if a player is...

player <player name> unfriend <player to be unfriended>

This is the opposite of the command above and is used to remove a player from someone's friends...

player info <playername>

This gives a short list of details such as the date and time that a player first joined the...

players

Display the master list of all players. This is a big list and will take several seconds to...

pm <playername or id>

Send a private message to a player in-game

prisoners

List the players who are currently prisoners. This does not show historic records. Once a...

remove permaban <playername>

You can unban players the normal way

resetzones

List all the reset zones known to the bot. At present this is simply a list and you can manage...

say <something>

If say is the first word, everything after it is said in-game with your name in front of it.

server stats

Lists some game metrics since midnight server time such as number of new players.

status <player name>

Lists the base protection status of the player and their second base if they have one.

teleports

List all the teleports. It is possible to teleport to each of these by typing /tp <name of...

uncraftables

List all the items that the bot scans for that players are not allowed to carry. Any players...

uptime

Displays how long the bot and the server have been running for.

visits

List all the potential base raids since midnight 2 days ago server time. This command needs a...

who

List in-game players. Displays steam id, player id, name and current region. I may add current...

1.3.7 IRC commands for in-game

These commands must begin with cmd and must include the /.

They will cause the command to be sent as if you were present in-game. Only commands that do not require you to be playing are listed. See the section on in-game commands for admin commands you can do whilst playing. All of the commands listed here are identical to ingame commands so for their descriptions, please read that section. The only difference is that these commands will show in-game as coming from Server, not from you.

```
cmd /arrest <playername>
cmd /deactivatetp <teleport>
cmd /activatetp <teleport>
cmd /cancel reboot
cmd /gimme gimme
cmd /gimme off
cmd /gimme on
cmd /gimme peace
cmd /gimme reset
cmd /ignoreadmins (or cmd /exclude admins)
cmd /ignore player <playername>
cmd /include player <playername>
cmd /includeadmins (or cmd /include admins)
cmd /just release <playername>
cmd /killtp <teleport>
cmd /lobby <playername>
cmd /map size <number> cmd /owntp <teleport> <playername>
cmd /pause reboot
cmd /prison size <number>
cmd /prisoner <playername> <reason for being a prisoner>
cmd /privatetp <teleport>
cmd /protect <playername>
cmd /publictp <teleport>
cmd /reboot *
cmd /release <playername>
cmd /reset gimmehell
cmd /resettimers <playername>
cmd /return <playername>
cmd /send <playername> to <playername>
cmd /sendhome <playername>
```

cmd /set base size <size> <playername>

cmd /timeout <playername>

cmd /unpause reboot

cmd /unprotect <playername>

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1.5.1 Bug Reports/Feature Requests

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1.5.2 Forums

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