

Emote Entity & Vehicle Spawning

Emote Wheel Binds let players trigger **commands, spawns, or actions directly from their emote wheel in Rust Console Edition.**

This feature can be used to spawn entities/vehicles on a player.

☐☐ Key Concepts

- **Command Groups** → A collection of commands. Every command in a group fires when the bind is used.
- **Emotes** → The in-game Rust console emotes. E.G (I need wood)
- **Channels** → The in-game chat mode: *Team, Local, Server*. Each emote can be bound separately per channel.
- **Placeholders** → Variables that insert a live information into a command.
- **Cooldowns** → Timers to prevent spam use (per-player or global) in seconds.
- **Auth & Discord Roles** → Restrict access to specific groups or linked Discord roles.

1☐ Step 1: Create a Command Group

Before you can create a bind, you need a command group with at least one command.

```
/cmd group-add name:"Spawns"
```

A command group is a group of commands that will be ran in the order specified by you 1 second apart. When a command group is triggered every command in that command group will run.

2 Step 2: Add Your command to the command group

`/cmd add` has **4 mandatory fields**:

1. **Name** - your friendly handle for the command
2. **Command Group** - the group you just created
3. **Position** - the order this command appears within the group (1, 2, 3, ...)
4. **Command** - the actual server command to run

For player-targeted spawns we'll use position placeholders:

- `{PlayerPositionX}`
- `{PlayerPositionY}`
- `{PlayerPositionZ}`

These placeholders are **maths-aware**, so you can offset spawns (e.g., `X+10`).

Command layout

```
spawn "entityname" ({PlayerPositionX},{PlayerPositionY},{PlayerPositionZ})
```

Example: Spawn a HORSE command

```
/cmd add
```

Name: Horse Here

Command group: Spawns

Position: 1

Command: spawn "testridablehorse" ({PlayerPositionX},{PlayerPositionY},{PlayerPositionZ})

Example: Spawn a locked crate command

```
/cmd add
```

Name: Hackable Crate Here

Command group: Spawns

Position: 2

Command: spawn "codelockedhackablecrate" ({PlayerPositionX},{PlayerPositionY},{PlayerPositionZ})

Example: Spawn a Scrap Heli (away from the player) command (10m North)

```
/cmd add
```

Name: Scrap Heli +10m

Command group: Spawns

Position: 3

Command: spawn "scraptransportheli" ({PlayerPositionX+10},{PlayerPositionY},{PlayerPositionZ})

Example: Spawn a RHIB command (10m South)

```
/cmd add
```

Name: RHIB -5m X

Command group: Spawns

Position: 4

Command: spawn "rhib" ({PlayerPositionX-5},{PlayerPositionY},{PlayerPositionZ})

3 Link the command group to a bind

To get started we will need the command **/bind add**.

Mandatory -

gameserver: Please select the GameServer which you wish to create this bind for.

command-group: Please select the Command Group which you are going to be binding.

emote: This will be a selection for your emotes, you have 8 to choose from

channel: Because we have "Team", "Local" and "Server" selections in game when using the emotes, each one can be programmed for its own bind, giving you a total of "24" possible keybinds on the free version! If you don't want to select this option then choose the bind that will apply to "All"

Optional -

auth-group: You can select which group can claim the kit, leave blank for all or choose from one of the following; VIP, Moderator, Admin & Owner. (*You cannot have more than one auth group per bind*)

server-cooldown: How long the whole gameserver will have to wait between uses, as soon as one player redeems it, it is then unavailable to everyone until the cooldown has expired.

player-cooldown: How long each player must wait between each emote - If one player uses it, the cooldown only applies to that player.

cooldown-message: What to say when a player tries to use the emote with a cooldown still active. (*Profanity filters will apply*)

Require Discord-Role: You now have the option of requiring a user to have a discord role in order to be able to claim a bind. In order for this to work a player will need to be linked to their gamertag using /link and have the role in discord that you have set. (THIS FEATURE IS PREMIUM ONLY)

Revision #3

Created 24 August 2025 11:54:09 by KDUNNHD

Updated 25 August 2025 01:01:23 by KDUNNHD