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.

2⃣ 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)

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