Emote Monument Teleports

Emote Wheel Binds let players trigger teleports to monuments in Rust Console Edition—no manual coordinate updates after wipes.

This feature uses Monument Position Placeholders so your TP spots stay current automatically.

□□ Key Concepts

- **Monument Placeholder**s → Drop players at a monument's center or a random point (inner/outer rings).
- **Emotes** → In-game Rust console emotes (e.g., "I need wood") that can trigger your TP.
- **Channels** → Team / Local / Server emote channels; bind per channel for up to 24 binds (free tier).
- **Placeholders** → Variables that insert **live**, auto-updated monument coordinates.
- **Cooldowns** → Per-player or global timers (in seconds) to prevent spam.
- **Auth & Discord Roles** → Restrict TP to specific in-game groups or **linked** Discord roles.

1□ Step 1: Update Monument Positions

Before using monument placeholders, fetch/update them from your server:

1. Run `/settings fort`
2. Click Update Monument Positions
3. Wait (this can take a while □)
4. You'll be presented with a list of **monument names** (e.g., `Outpost`, `Airfield`, `Launchsite`)

> Use the names **exactly as shown** when building your commands.

2□ Step 2: Create a Command Group

Create a group to hold your commands (they run in order, 1 second apart):

/cmd group-add name:"Monument TP"

> A Command Group is a collection of commands that all execute when the bind is used.

3 Step 3: Add Your Teleport Command to the Group

/cmd add has 4 mandatory fields:

Name – friendly label for the command

Command Group – the group you just created

Position – execution order within the group (1, 2, 3, ...)

Command – the actual server command to run

Monument Placeholder Formats (example monument: Outpost)

Center (fixed spot):

```
{OutpostX}, {OutpostY}, {OutpostZ}
```

Random (anywhere inside):

```
{OutpostRandomX}, {OutpostRandomY}, {OutpostRandomZ}
```

Random Outer Ring (~15m from edge):

```
{OutpostRandomOuterX}, {OutpostRandomOuterY}, {OutpostRandomOuterZ}
```

Random Inner Ring (~15m around center):

{OutpostRandomInnerX}, {OutpostRandomInnerY}, {OutpostRandomInnerZ}

> Replace Outpost with any monument name from your updated list.

Command Layout

```
global.teleportposrot ({<MonumentVariantX>},{<MonumentVariantY>},{<MonumentVariantZ>})
"{PlayerName}" "1"
```

> The trailing "1" snaps the player on top of terrain/structures, not inside them.

Examples (Command Group: Monument TP)

Example 1 – Teleport to Outpost Center (same spot every time)

```
/cmd add
Name: TP Outpost Center
Command group: Monument TP
Position: 1
Command: global.teleportposrot ({OutpostX},{OutpostY},{OutpostZ}) "{PlayerName}" "1"
```

Example 2 – Teleport to Random Position anywhere in Outpost

```
/cmd add
Name: TP Outpost Random
Command group: Monument TP
Position: 2
```

Command: global.teleportposrot ({OutpostRandomX},{OutpostRandomY},{OutpostRandomZ}) "{PlayerName}" "1"

Example 3 – Teleport to Random Outer Ring (~15m) of Outpost

/cmd add
Name: TP Outpost Outer
Command group: Monument TP
Position: 3
Command: global.teleportposrot ({OutpostRandomOuterX},{OutpostRandomOuterY},{OutpostRandomOuterZ}) "{PlayerName}" "1"

Example 4 – Teleport to Random Inner Ring (~15m) of Outpost

/cmd add
Name: TP Outpost Inner
Command group: Monument TP
Position: 4
Command: global.teleportposrot ({OutpostRandomInnerX},{OutpostRandomInnerY},{OutpostRandomInnerZ}) "{PlayerName}" "1"

4 Step 4: Link the Command Group to an Emote Bind Use /bind add to make the teleport accessible via the emote wheel.

Mandatory

gameserver → Pick the GameServer this bind belongs to.

command-group → Select your group (e.g., Monument TP).

emote → Choose from the 8 emotes.

channel → Target Team, Local, Server, or All (binds are per channel; up to 24 total on free tier).

Optional

auth-group → Restrict who can use it; choose VIP, Moderator, Admin, or Owner (only one).

server-cooldown → Global cooldown for everyone after any use.

player-cooldown → Per-player cooldown only for the user who triggered it.

cooldown-message → Custom message when a cooldown blocks use (profanity filters apply).

Require Discord-Role → Gate usage behind a Discord role on a linked account (/link). (Premium only)

Example:

```
/bind add
gameserver:"MyServer01"
command-group:"Monument TP"
emote:"I need wood"
channel:"Team"
player-cooldown:"120"
cooldown-message:{PlayerName} Chill! Try again in {Cooldown}.
```

□□ Auto-Update Behavior

Monument positions auto-refresh each wipe.

> If they didn’t update re-run /settings fort → Update Monument Positions.

□ Tips

- Use separate command groups (e.g., Monument TP – Outpost, Monument TP – Airfield) to keep your binds organized.
- Combine with auth/roles and cooldowns for fair access during busy events.

- For public TPs, prefer Random / Inner variants to reduce player stacking.

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