Teleporters

To use teleporters, both the BetterGameplay segment and the teleporter function must be activated by an admin using the **/manageteleios** (short: /mtl) command.

Obtaining a teleporter

To obtain a teleporter, craft it using this crafting recipe:

Setting up a teleporter

To place a teleporter, you must rename it first. To do this, hold the teleporter you want to rename in your hand and use the **/configureteleporter [Name]** (short: /ctp [Name]) command as shown below:

If the name of your teleporter is unique, you can now place it to enable players to warp to it.

Warping to a teleporter

Warping to a teleporter costs ender pearls. These are stored in your warp pouch. To put ender pearls in your warp pouch, you need to have some in your inventory and use the command **/warppouch put [Amount]** (short: /wpp put). This will move the specified amount of ender pearls out of your inventory and into your warp pouch. To see the current amount of ender pearls in your warp pouch, use **/warppouch view** or simply **/wpp**.

If you want to warp to a teleporter, use **/warp list** (short: /w) to see all the available teleporters. You can warp to an unobstructed teleporter placed in your dimension with **/warp [TeleporterName]**. This will use some ender pearls from your warp pouch.

Removing a teleporter

To remove a teleporter, left-click on it to call an interactive inventory. In this inventory, you can click on the green block to pick up the teleporter.