Waypoints

A Minecraft Plugin

Source code available at [github.com/Sessional/Waypoints](https://github.com/Sessional/Waypoints)

Contents

[Overview 2](#_Toc321161545)

[History 2](#_Toc321161546)

[Philosophy 2](#_Toc321161547)

[Player Commands 2](#_Toc321161548)

[Go 3](#_Toc321161549)

[*Return* 3](#_Toc321161550)

[Create 3](#_Toc321161551)

[Delete 3](#_Toc321161552)

[*List* 4](#_Toc321161553)

[*Version* 4](#_Toc321161554)

[*Save* 4](#_Toc321161555)

[*Load* 4](#_Toc321161556)

[Console Commands 5](#_Toc321161557)

[*Create* 5](#_Toc321161558)

[*Delete* 5](#_Toc321161559)

[*List* 5](#_Toc321161560)

[*Version* 5](#_Toc321161561)

[*Save* 5](#_Toc321161562)

[*Load* 6](#_Toc321161563)

[Waypoints Signs 6](#_Toc321161564)

# Overview

Waypoints is a Minecraft mod to aid in the rapid traversing of large spread out worlds. It is designed to run easily with a large assortments of other plugins in the fact that each local command runs under the same command, for example ‘/waypoints go’ to execute a go command. This will prevent most and hopefully all command interferences with a wide array of plugins.

# History

Development of waypoints started a little while after I began to play Minecraft. I found I had a tendency to wander far away from every other player, including my friends. While this was awesome at first, it eventually became tedious to meet up and share items with other people. The server I played on had access to a teleport command, but this command was long with requiring both names. I have nothing against the command, aside from the fact that 12 character names are annoying to type correctly often. I began building in my own little place and found that while it was great, for people to come visit me and see what I had built was a chore. This was mirrored in me visiting them to see what they had. Thus, waypoints was thought out.

Waypoints had to be designed to work with the “Permissions” mod, but to test it on my local environment it had to work with no permissions because I didn’t quite understand how to modify them. Simply, the plugin just confused me. I had to save it in a format that would be easy to fix because I didn’t quite know what bugs I was going to run into and there was a large chance I might have to hand fix the save files. Writing the code for the config file was largely clumped out of the tutorial on the wiki, and it worked, so why change it.

# Philosophy

Waypoints is developed to meet players desires to make certain aspects of Minecraft that some may find undesirable such as trekking to and from friends houses in large, spread out, worlds less time consuming. As a mod developer and an avid gamer, I understand that what I want isn’t always what most people want and as such, suggestions are welcome, certain ones may not be added quickly, and I do apologize, but it becomes difficult to modify not well thought out code. As I write code I find myself rewriting it a lot because of poor planning. This comes largely from being self taught and impatient. Fixing and working around bugs is important to make sure that the user experience isn’t a nightmare which certainly may happen with updates. Testing is not always easy on a local server by a single user.

# Player Commands

Player commands all begin with “/waypoints” or “/wps” to avoid conflicts with other plugins and because of this it can get tedious, but I feel the gain is more important than the possible negative interaction with commands.

Permissions

Waypoints supports permission systems that implement and use the Bukkit permissions API. By default these permissions are disabled and every user has access to every command. Upon the first run the default configuration file will be copied to your plugins/Waypoints directory. After this you can change the bukkitPermissions field to true and it will begin to use the Bukkit permissions API.

## Go

/waypoints1  go < waypoint name>2

Usage: /waypoints go aaa

Notes: Will teleport the user to the waypoint ‘aaa’ and create a return point at the block they were on before they teleported.

Permissions node: waypoints.basic.go

## Return

/waypoints return

Usage: /waypoints return

Notes: Can only be called after a user has executed a go command, and will bring them back to the point they were at before go was executed.

Permissions node: waypoints.basic.return

## Create

/waypoints create(add)3 <waypoint name> [world]4 [x] [y] [z]

Usage: /waypoints create aaa

/waypoints create aaa world 100 64 100

Notes: Will create a waypoint at the location of the player when executed if no extra parameters are given. Will create a waypoint at the given location of the given world if parameters are used. Waypoints are saved upon creation of a new one.

Permissions node: waypoints.admin.create

## Delete

/waypoints delete(remove) < waypoint name>

Usage: /waypoints delete aaa

Notes: Deletes the waypoint aaa from the list of waypoints. Waypoints are saved immediately upon deletion.

Permissions node: waypoints.admin.delete

## List

/waypoints list [page] [#]

/waypoints list [world] [world name]

Usage: /waypoints list

/waypoints list page 1

/waypoints list world world

Notes: Will list the waypoints you specified. If you use page it will list waypoints (9\*page number - 1) through (9\*page number).if you use world it will list all waypoints on the given world.

Permissions node: waypoints.basic.list

## Version

/waypoints version

Usage: /waypoints version

Notes: Will list the current version of waypoints, as set by the code. This will be updated more accurately then the plugin.yml file.

Permissions node: n/a

## Save

/waypoints save

Usage: /waypoints save

Notes: Saves the waypoints into a serialized file in the plugins/Waypoints directory.

Permissions node: waypoints.admin.save

## Load

/waypoints load

Usage: /waypoints load

Notes: Loads the waypoints from the serialized file (or older files if you have them instead) in the plugins/Waypoints directory.

Permissions node: waypoints.admin.save

1/waypoints can be replaced with /wps and still work properly.

2 required parameters are placed inside <>

3 command aliases are placed inside ()

4 optional parameters are place inside [], all of them are required if you use any

# Console Commands

## Create

Waypoints1 create(add)2 <waypoint name>3 <world> <x> <y> <z>

Usage: waypoints create aaa

Notes: Will create a waypoint at the given location. Waypoints are saved upon creation of a new one.

## Delete

waypoints delete(remove) < waypoint name>

Usage: waypoints delete aaa

Notes: Deletes the waypoint aaa from the list of waypoints. Waypoints is saved immediately upon deletion.

## List

waypoints list [page] [#]

waypoints list [world] [world name]

Usage: waypoints list

waypoints list page 1

waypoints list world world

Notes: Will list the waypoints you specified. If you use page it will list waypoints (9\*page number - 1) through (9\*page number).if you use world it will list all waypoints on the given world.

## Version

waypoints version

Usage: waypoints version

Notes: Will list the current version of waypoints, as set by the code. This will be updated more accurately then the plugin.yml file.

## Save

waypoints save

Usage: waypoints save

Notes: Saves the waypoints into a serialized file in the plugins/Waypoints directory.

## Load

waypoints load

Usage:waypoints load

Notes: Loads the waypoints from the serialized file (or older files if you have them instead) in the plugins/Waypoints directory.

1/waypoints can be replaced with /wps and the command will work properly.

2command aliases are placed inside ()

2 required parameters are placed inside <>

Extensions

# Waypoints Signs

Waypoints.Signs is a small extension of Waypoints that enables the option to Waypoint to destinations through the use of signs.

A sign with the text:

Waypoint:

<waypoint name>

Creating a sign permissions nodes: waypoints.sign.create

Using permissions nodes (either): waypoints.basic.go

waypoints.sign.go