**BUNNYHOP**

**!wr <partial map name>**

Displays the current record holder for the given map in chat(normal bhop). If no partial map name is given, use the current map.

Chat Layout: [Timer] Normal | World record holder is <player name> with a time of <hh:mm:ss.ms> with <#jumps> jumps

**!wrw <partial map name>**

Displays the current record holder for the given map in chat(w-only bhop). If no partial map name is given, use the current map.

Chat Layout: [Timer] W-Only | World record holder is <player name> with a time of <hh:mm:ss.ms> with <#jumps> jumps

**!wrsw <partial map name>**

Displays the current record holder for the given map in chat(sideways bhop). If no partial map name is given, use the current map.

Chat Layout: [Timer] Sideways | World record holder is <player name> with a time of <hh:mm:ss.ms> with <#jumps> jumps

**!top <partial map name>**

When given a map name, this will display a menu of all of the main records of the map. Normal runs. When a partial map name is not given, display the world records of the current map.

Menu Example:

Normal | Map Records

1. <player name> - <hh:mm:ss.ms> - Jumps: <#jumps>

…

7. <player name> - <hh:mm:ss.ms> - Jumps: <#jumps>

8. Back (second page and on)

9. Next

0. Close

**!wtop <partial map name>**

When given a map name, this will display a menu of all of the main records of the map. W-only runs. When a partial map name is not given, display the world records of the current map.

Menu Example:

W-Only | Map Records

1. <player name> - <hh:mm:ss.ms> - Jumps: <#jumps>

…

7. <player name> - <hh:mm:ss.ms> - Jumps: <#jumps>

8. Back (second page and on)

9. Next

0. Close

**!swtop <partial map name>**

When given a map name, this will display a menu of all of the main records of the map. Sideways runs. When a partial map name is not given, display the world records of the current map.

Menu Example:

Sideways | Map Records

1. <player name> - <hh:mm:ss.ms> - Jumps: <#jumps>

…

7. <player name> - <hh:mm:ss.ms> - Jumps: <#jumps>

8. Back (second page and on)

9. Next

0. Close

**!cp <partial player name>**

Displays the given player’s elapsed time of their run, type(normal, w-only, sideways) and jumps in chat.

Chat Layout: [Timer] <type> | <player name> is <hh:mm:ss.ms> into the map with <#jumps> jumps

**!pc <partial player name>**

This displays the given player’s total percentage of completion in chat. If a partial name is not given, use who typed the command. Percentage is calculated by dividing the number of maps & bonuses completed by the number of maps & bonuses in the server.

Chat Layout: [Timer] <player name> has completed <%> of all maps and bonuses

**!telemenu**

Displays a menu that provides easy access to the teleport commands; !save, !teleport, !next, !previous, !delete.

When a player selects one from the list, the command will run and the menu stays open.

Menu Example:

Teleport Menu

1. Save - small description

2. Teleport - small description

3. Next - small description

4. Previous - small description

5. Delete - small description

0. Close

**!save**

Saves the current location of the player. The maximum locations a player can save is 3. This is used for !tele.

**!tele**

Teleports player to the current selected location that was !saved.

**!next**

When there are 2 or more saved locations, this command selects the next saved location to use for !tele.

**!previous**

Same as !next but backwards.

**!delete**

Deletes the current selected location that was !saved. It will perform a !next if there was another saved location.

**!lowgrav**

Lowers the player’s gravity to make it easier to bhop. This stops the players timer.

Timer can’t start until the player uses !lowgrav and has gone through the start zone to reset.

**!normalgrav**

Returns the player’s gravity to normal.

**!scout**

Gives the player a scout. This does not do anything to the timer. The player can do runs with it.

**!usp**

Same as !scout, but it gives the player a usp instead.

**Bhop Techniques:**

There are 3 different types of bhopping: Normal(wasd), Sideways(sw), and W-Only(w). There will be records for each type.

The timer will actively detect which type the player is using during a run. It will first assume w-only. During a run, at any time, if the player presses the “S” key, it will switch the type to Sideways. During a run, at any time, if the player presses the “A” or “D” keys, the timer will switch the type to normal. Display of this will be in detail below in the Visual Section.

**Anti Pre-Speed**:

Starting zones that have a maximum speed the player can move. This should be displayed in the timer hud along with the value of the max speed. The maximum velocity for walking + jump + pre-strafe is 277, so the cap should be 278.