

The Hub

Everything you need to know about the Hub and all its significant features.

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Going To and From the Hub

The Hub is in the void dimension, internally namespaces `woftnw:void` and located at `TheNewWorld_woftnw_void`. You can teleport to it using `/execute in woftnw:void run tp 0 70 0`. It is also possible to warp with `/warp Hub`. However, in nearly all circumstances, it is best to use the Dreamvisitor command `/hub`.

The Hub Commands

/hub

The `/hub` command is used to teleport to the hub.

```
/hub [targets]
```

If `targets` are provided, all the provided entities will be teleported to the hub. If not provided, the execution depends on the sender.

Sender	Action
Entity	The entity is teleported to the hub. If another entity is leashed to the first, both entities will be teleported 14 blocks below the hub point.
Command Block	The nearest player within 10 blocks is teleported to the hub.
Console	No action occurs.

/sethub

The `/sethub` command is used to set the location of the hub.

```
/sethub [<x> <y> <z> [<rotation> [<world>]]]
```

If the executor is a player, arguments not given are inferred using the player location.

Creating a Hub Teleport Point

World Side

1. **Ensure that a safe warp exists.** All teleport points should also have warps for staff use. Run `/warp` and check the autocomplete suggestions for the name of the location and run it to ensure it works. If it doesn't exist or doesn't work, stand on a full block and create a new warp.
2. **Create a button terminal.** Hub teleports should have a button terminal to allow players to return to the hub. Use an impulse command block with the command `hub` without additional arguments. This ensures a standard range limit and prevents entities from being teleported, which should exclusively be done with the player-executed `/hub` command.
3. **Set the correct permissions.** Make sure that the button can be pressed by all players. If the area is already in a player claim (in a town, for example, create a subclaim surrounding the button, stand it in, and run `/accessstrust public` to allow all players to press the button.\

Hub Side

Once you have chosen a location for the teleport, use this command as a template for the command block.

```
execute as @n[type=!armor_stand, distance=..10] unless entity @s[gamemode=spectator] in {DIMENSION} run tp @s {LOCATION}
```

Replace `{DIMENSION}` with the dimension (`minecraft:overworld`, `woftnw:pantala`, or `woftnw:void`) and `{LOCATION}` with coordinates and optionally rotation. If the teleport location should only permit players, change `@n` (nearest entity) at the start of the command to `@p` (nearest player).

Finally, write a dark oak sign indicating the destination of the teleport. Use `/editsign` to set the color of the text to the color of the tribe kingdom in which the destination is located in if applicable. If the destination is in the void world rather than Pyrrhia or Pantala, use glow ink to make it glow and gray dye to change the glow color.

Adding an item to the item updater

1. **Enter the command area behind the item updater.** Make sure to replace blocks broken and block access again once you are inside.
2. **Create a copy of the command block.** There is a labelled chest containing a command block with all the things you need, but blank for the item id areas.
3. **Place it next in the chain.** Your command block should follow the last one, which should be labelled with a birch sign saying what item it updates.
4. **Hold the non-updated item.** Ensure you are only holding *one* of the items in your hand, as the number of items carries over.
5. **Get the item data.** Make sure your logs are open, then type and run the command `/data get entity @s SelectedItem` and copy everything from the open curly brace to the closed curly brace (these guys -> {}).
6. **Paste the data.** Insert it in the empty square brackets near the top.
7. **Hold the updated item.** Repeat step 5 with the new item, again making sure you are only holding one.
8. **Paste the new item data.** This time you'll paste it after "set value" in the command block.
9. **Label it.** Place a birch sign above the command block that communicates what item it updates.
10. **Test it.** Make sure to throw the item into the hopper outside to make sure it works. Once you've confirmed that, you're finished!