

# The Hub

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

- [Going To and From the Hub](#)

# Going To and From the Hub

The Hub is in the void dimension, internally namespaced `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.