

# Integration

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## Goal

Many want to integrate WaterdogPE with NPCs to be able to transfer players by clicking an NPC.

## General integration

The integration can easily be done by running a command to transfer the player. You can either run that command sudoing the user or supply a player argument.

Optionally, if you have your own NPC plugin, you can just implement the transfer method in the code.

## PMMP3 slapper

Integration with PM3's famous slapper plugin is quite simple. First of all, make sure you have a plugin on your PM server that implements a transfer command. For example:

- [TransferAPI](#)

After you have that plugin installed, you can simply add the transfer command with your desired arguments to the NPC.

## Common mistake

The most common mistake is that people try to use /wdsend. **That won't work, as /wdsend is a proxy command and now known to the downstream server.**