

Discord Integration (via Sanford)

The NDCAP Asyncns come with some additional features thanks to custom integrations into the Archipelago room's server log.

Features

- **Slot Name Linking:** Link your slot names to your Discord account, and get access to commands that help you quickly see what you've received, and any outstanding hints.
- **Room Status:** Easily see how far each player, and the room as a whole, has progressed through their game - with goal info for supported games.
- **Item Log:** Every minute, the log is read to post events to a dedicated item log channel:
 - Item Sends
 - Goals
 - Releases
 - Collects

How the Item Log works, in detail

The item log is a feed from the Archipelago room's server log. It intercepts item sends, hints, goals, and other helpful lines to build a state of the progress of the seed, where data can be further interpreted (eg. important items having a 'item count/required' counter).

The following items are always shown in this channel:

- Progression items (required to either unlock more checks or complete the game's goal)
- Useful items (good to have, but not strictly required)
- Trap items (negative effects on the player, depends on the game)

Filler or Currency items **will only be shown when the location it is on is important** (eg. puzzle completions where the goal is to complete X amount of puzzles).

Unclassified items (that is, unclassified by the item log - the log cannot infer classification from the server log) are always shown in order to allow them to be manually noted and classified.

Item sends to players that have already finished or released are visually de-emphasised.

Linking Your Slots

If you try to use one of the below commands in a room where your slots are either not present, or present but not linked, you will run into the following message:

“ None of your linked Archipelago slots are linked to this game.

Maybe you haven't linked a slot to your Discord account yet?

Use `/archipelago room link_slot` to link any of your slots in this game, and then try using this command again.

As this message explains, you will need to have a slot linked in order to access many of the commands that **Sanford** offers.

When you use the `/archipelago room link_slot` command, you will be given a list of slots in the current room that *have not been claimed by another player*. Select your slot from the list, and upon executing the command, your slot name will be linked with your account.

Slot links are persisted across seeds - if you reuse one or multiple names across different games, you'll be able to access that slot's info immediately.

Currently, there's no visible mechanism for unlinking an account, or claiming a slot if it's been associated with someone else. Contact Splatsune if you believe someone has linked your slot to their Discord.

Command Listing

- `/archipelago room status` - Status command. Get a link to the room, the current connection details, whether the room is up or down, and info on both the per-player and overall progress of the game.
- `/archipelago roomdetails` - Link posting command for Archipelago rooms. Given a web link, digs into the API and posts the room link along with a list of players, and an optional comment. Optionally also post each player's game.
- `/archipelago room gethints` - Retrieve active hints for your slot(s). The list is filtered to Useful or Progression items, involving active (non-goaled/non-released) players.

- `/archipelago room received` - List items received since your slot(s) were last online. Filtered to Useful/Progression or Unclassified items (filter can be adjusted). Receiving more than 3 of the same item collapses them into a single line. If you've received too many items, the list may cut off before the Discord message limit of 2000 characters.
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