

Custom Buttons

A guide on how to make a custom button in our main set menu. Mainly used to open menus that are not part of our system like deluxemenus etc

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Setting up a button

1. First open up the main-set-menu.yml in a text editor
2. Now navigate down to the `Custom_Buttons: []` and remove the square brackets
3. Then go to the line under it and go in by 2 spaces
4. Now add the things bellow

```
- Icon: SPRUCE_DOOR
  Display_Name: "&c&lExample"
  Slot: 35
  Lore:
    - ""
    - "&7➡ Example action"
    - ""
  Action: | -
```

You now have a custom button ready to be used however click it does not do anything right now.

Importing Java Classes

To import Java classes in to your project is very simple, in this example we will show you how to execute a command

by importing the Bukkit class from the server

```
import "org.bukkit.Bukkit"
```

Now that Bukkit has been imported you can find a list of methods you can execute [Bukkit class](#) now lets execute a command

```
import "org.bukkit.Bukkit"

local consoleSender = Bukkit:getConsoleSender() --Getting the console as a sender

Bukkit:dispatchCommand(consoleSender, "say this is an example message.")
```

Now this may be a little hard to figure out if you have never coded anything, so keeping it simple for now.

Action Setups

onButtonClick()

the onButtonClick() is how you tell the button that you want to do something when its being clicked, we will show you how you can execute a command on left clicking example open a deluxemenu menu

Its important you make sure to put player menu clickType inside the () of the onButtonClick(player, menu, clickType)

```
import "org.bukkit.event.inventory.ClickType"
import "org.bukkit.Bukkit"

function onButtonClick(player, menu, clickType)
    if clickType == ClickType.LEFT then
        Bukkit:dispatchCommand(player, "dm open example")
    end
end
```

Animating the title

Animate the title you can show a temporary title when a button is clicked

However its important you dont animate the title if you are opening another menu with a command, just keep that in mind

```
import "org.bukkit.event.inventory.ClickType"

function onButtonClick(player, menu, clickType)
    if clickType == ClickType.LEFT then
        menu: animateTitle("&cRight Clicked!")
    end
end
```

ClickType checking

```
import "org.bukkit.event.inventory.ClickType"
import "org.bukkit.Bukkit"

local console = Bukkit:getConsoleSender()

function onButtonClick(player, menu, clickType)
    if clickType == ClickType.Left then
        menu:animateTitle("&cLeft Clicked!")
    elseif clickType == ClickType.RIGHT then
        menu:animateTitle("&cRight Clicked!")
    end
end
end
```