

# 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_D00R
  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
```