

# 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
```

end

## ClickType checking

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

local console = Bukkit.getConsoleSender()

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

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