# Action Options Plugin – Manual

The action options plugin set out to assist new players assess their gameplay options at any point during play. The purpose of the plugin will be to identify how many objects and NPCs are on the screen available to be interacted with. Future versions of the plugin will identify what actions are possible given the objects in the rendered area, and display them in clickable option boxes.

Current operation is limited to counters of on-screen Items, NPCs, and Game Objects. To use the plugin, click the Acorn icon (Figure 1) on the right-hand panel. It will be the bottom option on the panel. This will open the Action Options panel. Currently, all that will be present is the three game counters, which can be seen in figure 2. On the login screen the counters will display 0 objects. As soon as the user has logged into a world, the counters will begin to update. The counters update as soon as an Item, NPC, or Game Object spawns or despawns. Moving throughout the world will give accurate counts of how much there is to interact with in the surrounding area.
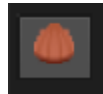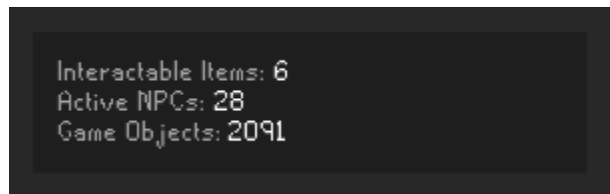


Figure 1: Acorn Icon



Figure 2: Action Options Counter Panel

The plugin works by listening for posts on the EventBus.  When an applicable event such as "ItemSpawned" or "ItemDespawned" is posted to the EventBus, it triggers a related method in the ActionOptionPanel class. Each method increments or decrements the applicable counter. The display panel is then repainted to update the display with the new number.