

HotBar GUI

Clear Binds	–	–	–	–	Preset	Preset	Preset	Preset
Bind #1	Bind #2	Bind #3	Bind #4	Bind #5	Bind #6	Bind #7	Bind #8	Bind #9
Toggle Ability Selection UI	Held Slot Bind	–	–	Information	–	–	Switch Hotkey system	–

Commands GUI

Bind #1	Bind #2	...						
								Bind #27
Clear Binds	Add Bind	Delete Bind	–	–	Preset	Preset	Preset	Preset
Page left	Toggle Ability Selection UI	–	–	Information	–	–	Switch HotKey System	Page right

/binds opens this menu

Binds are related to the Minecraft hot bar slot key binds. When an activator is added to a bind, it's really just checking for when the player key binds to that slot. The thing is, if this was always active, then it would be spamming all the time, so there is a ability toggler. This is picked from a handful of other Minecraft keybinds. When toggling on abilities, a bossbar should show up telling the player the different keybinds you have. When toggling off, the bossbar should disappear and abilities cannot be activated anymore. Multiple activators can be binded to one key bind, and they activate 1 second after the one before in succession until all activators have been activated; this allows for cool ability combos.

Commands hotkey system: activating binds will be used with /activatebind ID

Pages are arrows as items

Lore is &3Page n/2

Names: &fPrevious Page / &fNext Page

Switch Hotkey System

Preserves binds from system player is swapping from and loads preserved binds from system being swapped to. UI switches as well.

Uses:

- Click: Switch HotKey System

Name:

&fSwitch Hotkey System

Lore:

&7

[HOTBAR]

[COMMAND]

Item:

Bundle For Hotbar

Command Block for Commands

The selected Choice should be green &a instead of gray. Displaying into chat means replacing [] with the actual bind chosen in Minecraft settings.

Clear Binds

Uses:

- Left Click: Clear all binds

Lore:

&c&lLeft Click &b- &fClear all binds.

Item:

TNT

There is a double click confirmation. The item can switch to a black concrete for a one second window to clear all binds. After that the window will have to be opened again.

Delete Bind

Deletes the highest ID bind.

Uses:

- Click: Deletes highest ID bind.

Name:

&fDelete Bind

Lore:

&a&lClick&b - &fDelete most recent bind

Item:

Lava Bucket

Preset Buttons

Uses:

- Shift Left Click: Save current binds setup to preset.
- Left Click: Apply current preset.
- Right Click: Delete preset.

Lore:

&3&lShift Left Click &b-&f Save to preset.

&a&lLeft Click &b-&f Load preset.

&c&lRight Click&b -&f Delete preset.

&7Total Abilities Binded&b:&f <number>

Item:

- If not set:
 - o Paper
- Else:
 - o Map

When in HotBar GUI, Total abilities binded should save every activator added. Same thing with Commands GUI. Presets should be saved on the player some how. If that's not good memory wise, then save to yaml, creating a yaml file for each player that ever saves a preset. Don't create a file until a preset is saved. If all presets are deleted, then delete the yaml file.

Presets are not shared between systems.

“plugins/ArcaneSigils/playerdata/<uuid>.yml”

Underscore

Gray stained glass pane with the name “&8Arcane Sigils”

Toggle Ability Selection

This is the button that selects the hotkey that enables the bossbars and bind usage.

Uses:

- Click: Cycle through hotkeys
- Shift click: display your bound hotkey in chat

Name:

&fToggle Ability Selection UI

Lore:

&3Select what hotkey you wish to use to toggle the ability selection UI

&7

- [SNEAK] + [SWAP HAND]
- Double Tap [SWAP HAND]
- [ATTACK] + [USE ITEM]
- [SNEAK] + [USE ITEM]
- [SNEAK] + [ATTACK]

&a&lClick &b- &fcycle hotkeys.

&a&lShift Clickb - &fdisplay your bound hotkey in chat.

Item:

Compass

The selected Choice should be green &a instead of gray. Displaying into chat means replacing [] with the actual bind chosen in Minecraft settings.

Held Slot Bind (only for hotbar menu)

Due to minecraft's limitations, selecting the ability by hotbar slot you are already holding has to be done with a specific hotkey. You can select that hotkey here.

Uses:

- Click: Cycle through hotkeys
- Shift click: display your bound hotkey in chat

Name:

&fHeld Slot Ability

Lore:

&3Due to Minecraft's limitations, selecting the ability by hotbar slot you are already holding has to be done with a specific hotkey. You can select that hotkey here.

&c&iNote that some toggle ability selection UI hotkeys can conflict with these. Make sure to verify that your hotkeys work before you head into combat!

&7

- [SWAP HAND]
- [ATTACK]
- [USE ITEM]

&a&lClick &b- &fcycle hotkeys.

&a&lShift Click&b - &fdisplay your bound hotkey in chat.

Item:

Iron Sword

The selected Choice should be green &a instead of gray. Displaying into chat means replacing [] with the actual bind chosen in Minecraft settings. Should be same keybinds for command system

Information

For HOTBAR

&3Abilities are powerful sigil effects that must be triggered manually. This menu allows you to select what abilities you want to use, so that you can quickly access them in combat.

&7&iHow do I use an ability?

&7* &fOpen up the ability selection UI by pressing your selected hotkey. Manage said hotkey at the Compas in the far left of this menu. Now with the ability selection UI open, you can easily activate your abilities using your hotbar.

&7&iWhy can I not use my ability?

&7* &fWhen your ability is displayed in &cred next&f in the ability selection UI, it means that the rune is not equipped. To use an ability, the rune must be equipped in your armor or your hotbar.

For COMMAND

&3Abilities are powerful sigil effects that must be triggered manually. This menu allows you to select what abilities you want to use, so that you can quickly access them in combat.

&7&iHow do I use an ability?

&7* &fIn order for the commands system to work efficiently, a macro or auto command keybind system is required. For those that wish to stay vanilla, the hotbar system is recommended.

Item:

Book

Add Bind

Adds a new empty bind. Refresh the menu to show new bind with the next ID. When loading Binds, they should be loaded by SLOT, but adding an ID should add the next highest ID.

Example: Bind 1-5 are made already, add bind will create bind 6. Completely blank, and fresh.

Uses:

- Left Click: Creates a bind command with the next highest ID

Name:

&fAdd Bind

Lore:

&a&lLeft Click &b- &fAdd bind.

Item:

Green dye

Limit to two pages.

Binds

Uses:

- Left Click: Opens new gui to add/remove abilities
- Right Click: Clear binds

Name:

&f&lKey Bind #1 &7(%Minecraft KeyBind or ID%)

Lore:

If only one binded sigil:

- &7Binded&b: &f%sigil name%

If more than one:

- &71st&b. &f%sigil name%
- &72nd&b. &f%sigil name%
- Etc.

If none:

- No lore before click usages.

&a&lLeft Click &b- &fModify.

&c&lRight Click &b- &fClear.

Item:

- **If no abilities binded:**
 - o Light gray stained glass pane, quantity based on bind (Bind #1 = 1 Bind #5 = 5)
- **Else:**
 - o Green dye, quantity based on bind

#note: In the Command version of the menu, there should be empty slots if there hasn't been enough binds to fill them. They should start empty(naturally) and be filled as "add bind" is used over time.

Gui:

Back	_	_	_	_	_	_	_	_	_
_	Binded Sigil	Possible Sigil	_						
_	_	_	_	_	_	_	_	_	_

Back

Uses:

- Go back to the binds GUI

Name:

&cBack to binds.

Item:

Barrier

Possible Sigil/Binded Sigil

#NOTE: Bindeds sigils, regardless of it being in your inventory should be listed first. If in inventory, make the item glow. If not in inventory, make the item a red dye.

#NOTE: Every activation type sigil IN the inventory should be listed here. Regardless of if glowing or not in item form, make it not glow.

Should just be the sigil to add in item form. One ability can be binded to multiple keys

Uses:

- Left Click: binds ability to hot key/bind command or whatever
- Right Click: If binded, unbind

Lore:

At end of item add lore:

“&a&lLeft Click &b- &fBind %sigil name% to this hotkey.”

If binded:

“&c&lRight Click &b- &fUnbind %sigil name% from this hotkey.”

Examples:

If there are more than 7 activation sigils in your inventory, the rows goes from 3 to 4 to 5 etc. depending on the count of sigils. You won't need more than 6 rows as the inventory can't hold more than that.

Back	_	_	_	_	_	_	_	_
_	Binded Sigil	Binded Sigil	Binded Sigil	Possible Sigil	Possible Sigil	Possible Sigil	Possible Sigil	_
_	Possible Sigil	_						
_	_	_	_	_	_	_	_	_

Bossbar

#NOTE equipped is not the same thing as socketed. Equipped means armor being worn has the sigil or weapon/tool in hotbar has sigil

One bossbar for each bind that has sigils binded. If Sigil is not equipped(case of sigil being on armor) or in hotbar(case of tool/weapon), Color of sigil name should be RED, If equipped or in hotbar, GREEN.

Sigils not equipped or in hotbar CANNOT be activated. It will be skipped over if it is in a bind that has active sigils.

Pause between sigil activations is 1 second. Sigils do have cooldowns, so if there are two binds that have the same sigil, and activated back to back, the sigil on cooldown will be skipped.

Because of the limit, filter out binds that don't have anything active. Show binds that have all abilities equipped, and then show binds that may not have all abilities equipped. If more than 5-6 binds as is bossbar limit, just show the lowest ID's first.

Example:

First: Hotkey (player set first slot bind to F)

“&3&lF &b- “

Then:

%1st SIGIL NAME IN ALL CAPS% + %2nd SIGIL NAME IN ALL CAPS% etc.

All together:

“&f&lF &b- SMASH + HEAL”

If using commands, Hotkey should be replaced with ID