

The plugin that I decided to make was a Logs counter plugin. I called it “LogsInInventory” to start out with since I was thinking that this very small plugin could be used to implement many other things. I first wanted to do a health bar with the amount of life that an enemy still had but then I realized that was already implemented so I thought I would do a kill counter, but I could not figure out how to reference a kill for the life of me. That’s when I landed on the log counter idea since it is pretty simple and could be useful for other plugins.

The “LogsInInventory” plugin does exactly what it sounds like it does, tells you how many logs are taking up your inventory slots. The first thing I did was create a basic overlay that told the user what world number they were in. This allowed me to work inside the overlay to display the information that I needed to display. This overlay has a title line which just tells the user what the proceeding number represents, logs in inventory. The real work comes from the next step I took which was getting the number of logs inside of the player’s inventory.

I was able to reference the players inventory by using client to reference the current state of the game. A container was created to store the information that I was able to retrieve about the inventory which was exactly what items are in the inventory at that very moment. All of the items that were retrieved in the item container were put into an array that made it easier to go through. This array was then subjected to a for loop which went through every cell in the array. While in the for loop, the item in the current cell was checked using getId to determine whether the item was classified as “Logs”. I used the item id number for this, which was 1511. If the item did in fact match the item id number for logs, then a counter was incremented by one. This counter indicates how many logs were encountered during the for loop. Once the for loop is done, the counter is returned meaning the method returns the number of logs inside the player’s inventory.

This number is referenced within the overlay, which means that whatever is returned will be displayed in the overlay on the game screen.