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Examine Extra Plugin

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## Manual

My Examine Extra Plugin is a build-off of the current examine plugin. The display area for the plugin is on the side panel where you would find the developer tools, plugin settings, and other plugin tabs like xptracker, info, etc. Examine Extra's icon is a little magnifying glass (I spent a little bit of time trying to pick the correct background color as well as make it transparent but did not find it immediately. This would be a nice aesthetic improvement going forward).

In its current state the plugin has 4 fields: a header that does not change, a type label, a name label, and a link label. By default, the type, name, and link label are to not be visible. Once you click examine on an object, NPC, etc. then in the onMenuButtonClick method we can grab the type and name from the id given from the clicked object, NPC, etc. Then make a call to the ExaminePanel, which is the class with all the panels, labels, etc., to change the labels and make them visible. The type and name labels are just set to new text which corresponds to the sent parameters. The link label's text is set to a html url tag (i.e. <a href=...>) which the url is generated from the getWikiLink method. The links are simple in that the name of the game object is the end of the url, but we do have to make sure to replace all spaces with underscores.

Once made visible and set, you can now see the name and type of the thing you clicked, but more importantly, you can go to the wiki page for that game object from clicking on the text link in the plugin.