Transcript: Unlock Hidden Power: Top RuneLite Plugins for OSRS Mastery!

Video ID: 8Zp6RGmrkLo

Extraction Date: 2025-04-02 06:46:46

**[00:00:00]** hello everyone elijan here today I'm

**[00:00:03]** bringing you a video about plugins You'

**[00:00:05]** probably seen other videos before about

**[00:00:06]** Quest helper or 117s HD other quality of

**[00:00:10]** life but in this video I have 10

**[00:00:12]** specific plugins that are guaranteed to

**[00:00:14]** improve your PBM skills and help you

**[00:00:16]** master the game and if you learned

**[00:00:18]** something in this video that you didn't

**[00:00:19]** already know please leave a like and

**[00:00:21]** comment really appreciate it firstly I

**[00:00:24]** want to establish a core concept that

**[00:00:26]** applies to everything not just RuneScape

**[00:00:29]** cognitive bandwidth basically your brain

**[00:00:32]** can only handle so much information at

**[00:00:34]** once before it ends up like

**[00:00:38]** this using this core concept we can

**[00:00:41]** apply it to our UI setup to optimize how

**[00:00:43]** we present and interpret information in

**[00:00:46]** a more streamlined way so that our brain

**[00:00:48]** can focus on what's important more

**[00:00:50]** easily now that this is out of the way

**[00:00:52]** let's jump into the

**[00:00:54]** plugins ever tried to do quick switches

**[00:00:57]** and accidentally shuffle your inventory

**[00:00:58]** around like this well not anymore with

**[00:01:02]** anti-drag anti-drag adds a tech delay to

**[00:01:04]** any items you want to move around your

**[00:01:06]** inventory but not to clicks on items

**[00:01:08]** like switching your gear it takes quite

**[00:01:10]** a bit of getting used to you can toggle

**[00:01:12]** it on permanently like I have here you

**[00:01:14]** can disable the tick delay while holding

**[00:01:16]** control if you want to shuffle some

**[00:01:17]** things around you can see here how I

**[00:01:20]** have to click and hold before it lets me

**[00:01:22]** start moving an item I won't just let me

**[00:01:24]** Shuffle around my inventory

**[00:01:26]** randomly it'll take a bit of getting

**[00:01:28]** used to but now we try to send those

**[00:01:30]** eight-way switches it'll be much

**[00:01:33]** cleaner okay so this next one is a

**[00:01:35]** little strange but I promise it's very

**[00:01:37]** useful in the right situation the

**[00:01:39]** plug-in instant inventory lets you drop

**[00:01:42]** items faster sort of normally when you

**[00:01:46]** drop items there's a delay in the

**[00:01:48]** inventory before they hit the ground

**[00:01:50]** meaning you might try to accidentally

**[00:01:51]** drop the same item twice well what this

**[00:01:54]** plugin fixes is it instantly shows you

**[00:01:56]** what item you've dropped before the tick

**[00:01:58]** is finished so you can drop it items far

**[00:02:00]** smoother for things like juggling at God

**[00:02:02]** Wars or dropping supplies over to a

**[00:02:03]** friend in a raid this isn't actually

**[00:02:06]** dropping the items any faster but it's

**[00:02:08]** tricking the client and showing that the

**[00:02:11]** item has been selected to be dropped you

**[00:02:14]** can see this isn't always so smooth when

**[00:02:16]** I try to drop my Fang here it doesn't

**[00:02:18]** actually drop it but my client tells me

**[00:02:20]** it has been dropped because of instant

**[00:02:22]** inventory so some things might snap back

**[00:02:24]** into existence if you have certain

**[00:02:26]** thresholds or settings to prevent them

**[00:02:28]** from being instantly dropped to the

**[00:02:29]** ground

**[00:02:34]** remember what I said at the start about

**[00:02:36]** mental load well in another MMO World of

**[00:02:39]** Warcraft some of the world first Raiders

**[00:02:42]** some of the best players in the game use

**[00:02:44]** a weak hor or plug-in called the

**[00:02:47]** Crosshair all it does is put a Crosshair

**[00:02:50]** in the center of your screen where your

**[00:02:52]** character is your character always is

**[00:02:55]** similar to RuneScape your character is

**[00:02:57]** always in the middle of the screen but

**[00:02:59]** when there's hectic mechanics and a lot

**[00:03:00]** going on instead of having to visually

**[00:03:02]** recognize yourself from the noise a

**[00:03:04]** simple Crosshair makes the information

**[00:03:05]** easier to

**[00:03:06]** distill with that in mind let's move on

**[00:03:10]** to number three inventory tags I know a

**[00:03:13]** lot of the more experienced pvmers will

**[00:03:15]** rticle NBS or learning players for

**[00:03:17]** needing inventory tags but instead of

**[00:03:20]** having to memorize every piece of gear

**[00:03:21]** In the Heat of an encounter all you have

**[00:03:23]** to remember is red is melee green is

**[00:03:26]** range blue is Mage instead of trying to

**[00:03:28]** struggle through try and find where your

**[00:03:30]** Defender is it'll stick out like a sore

**[00:03:32]** thumb and if you're scanning your

**[00:03:34]** inventory and trying to find that

**[00:03:35]** Ambrosia maybe you can make it stand out

**[00:03:37]** a bit more easily this is a hill that

**[00:03:39]** I'm willing to die on I think even the

**[00:03:41]** very best pvmers in the game could get

**[00:03:44]** even 1% better if they use this plugin

**[00:03:46]** to its maximum potential and that brings

**[00:03:49]** us to number four thr attack a thr while

**[00:03:53]** being a great DPS increase can cover up

**[00:03:56]** information that is critical to know

**[00:03:58]** this effect is actually a a combination

**[00:04:00]** of a few plugins The Entity Hider hiding

**[00:04:03]** the thrs and better NPC highlight which

**[00:04:05]** you can use the highlight color and

**[00:04:07]** feather effect just make sure to copy

**[00:04:09]** down the NPC IDs I have listed on the

**[00:04:11]** screen otherwise your thrs won't get the

**[00:04:13]** feather effect around

**[00:04:20]** them another powerful part of the thr

**[00:04:23]** toolkit is the thr reminder in the

**[00:04:25]** intense part of a final phase of a

**[00:04:27]** warden's fight trying to remember when

**[00:04:29]** or how long away you are from eating to

**[00:04:31]** summon a thr while doing correct

**[00:04:34]** movement press switches and everything

**[00:04:35]** else can be very difficult however this

**[00:04:38]** plugin the thr reminder lets you know

**[00:04:41]** and gives you a notification when you

**[00:04:42]** need to resummon your thr all of these

**[00:04:45]** plugins combined turn thrs into an

**[00:04:48]** effortless DPS increase and makes the

**[00:04:51]** overall experience far better on to the

**[00:04:54]** fifth one on our list tile indicators

**[00:04:57]** many of you might know this at this

**[00:04:58]** point but for those who don't RuneScape

**[00:05:01]** is lying to you you're not where your

**[00:05:03]** character is you're where this tile is

**[00:05:05]** movement is one of the most important

**[00:05:08]** things in all high tier pvm which is why

**[00:05:10]** this plugin is so

**[00:05:12]** powerful as you can see in the settings

**[00:05:14]** I also have set up the plugin to show

**[00:05:16]** the target tile I am moving towards and

**[00:05:19]** to the highlighted tile I am hovering at

**[00:05:20]** any time all these combined turn into a

**[00:05:23]** great system that lets you know exactly

**[00:05:25]** where you are where you're about to

**[00:05:26]** click and where you will end up at on

**[00:05:28]** your current path with perfect accuracy

**[00:05:31]** using all these together drastically

**[00:05:32]** reduces your chances of misclicking or

**[00:05:34]** running into an obstacle that you

**[00:05:35]** weren't aware

**[00:05:38]** of number six on our list is visual

**[00:05:42]** metronome again back to that point I

**[00:05:44]** made about high-end pvmers they may make

**[00:05:46]** fun that you can't perfectly count ticks

**[00:05:48]** in your head but this makes learning

**[00:05:50]** ticks and understanding what's happening

**[00:05:52]** incredibly easy and given that most NPCs

**[00:05:55]** are on Forte cycle I have my visual

**[00:05:57]** metronome set up like this to provide

**[00:05:59]** four distinct colors and a repeating

**[00:06:01]** cycle to make it incredibly easy to

**[00:06:03]** flick amazingly you can actually combine

**[00:06:06]** these last two plugins together to have

**[00:06:09]** the visual metronum match your true tile

**[00:06:12]** this is incredibly useful here I am in

**[00:06:15]** The Inferno and you can see the melee

**[00:06:16]** attacks every four ticks so I can keep

**[00:06:19]** my protection prayer on until I see the

**[00:06:21]** tick they attacked in this case on tick

**[00:06:23]** four so now in order to Lazy flick all I

**[00:06:25]** have to do is put up my protection prior

**[00:06:27]** on the tich before that t three and then

**[00:06:31]** turn it off on tick four PR on three

**[00:06:35]** pray off

**[00:06:43]** four this next plugin is so powerful it

**[00:06:47]** could be its own whole video you can do

**[00:06:49]** a lot with this to make encounters or

**[00:06:51]** even movement far more easy for example

**[00:06:54]** here I'm showing running to the validor

**[00:06:55]** ladder if you for example had a slay

**[00:06:57]** aasia and there annoying trees get in

**[00:06:59]** the way but if you enable menu entry

**[00:07:01]** swap then you can left click straight on

**[00:07:04]** the ladder without the trees getting in

**[00:07:06]** your way at all obviously the potential

**[00:07:09]** is Limitless out of combat utility is

**[00:07:12]** obviously incredibly useful even at God

**[00:07:15]** Wars where you don't have to left Cate

**[00:07:16]** the minions or it arkers Shadows for

**[00:07:19]** example when you're trying to do a

**[00:07:20]** butterfly method and here just to prove

**[00:07:22]** my point there's a tree right in front

**[00:07:23]** of the ladder and it moves ladder to the

**[00:07:25]** top menu

**[00:07:26]** Choice the player outline plugin might

**[00:07:29]** as well be as close to the Crosshair we

**[00:07:31]** as RuneScape currently has you might

**[00:07:33]** have seen quite a few pvpers use this

**[00:07:35]** plugin when they use the render self

**[00:07:37]** command but I think similar to the

**[00:07:39]** Crosshair plugin making your character

**[00:07:41]** Stand Out amongst the crowd is a very

**[00:07:43]** useful tool as you can make very hectic

**[00:07:45]** fights like the final phase of the

**[00:07:47]** wardens feel a bit easier to wrap your

**[00:07:49]** brain around when there are a thousand

**[00:07:50]** moving things on the screen at

**[00:07:55]** once a second to last plugin of the

**[00:07:57]** video today is tile pack

**[00:07:59]** want to try some new content but you

**[00:08:01]** don't know where to stand instead of

**[00:08:03]** tediously copying tile markers from

**[00:08:05]** someone else's video or screenshot

**[00:08:06]** online to packs might just be the plugin

**[00:08:09]** you're looking for they don't interfere

**[00:08:10]** with your normal tiles but they have

**[00:08:12]** quick access to a whole lot of different

**[00:08:15]** PBM and scaling tiles across the game

**[00:08:17]** things like barrows Inferno musba

**[00:08:20]** Guardians of the rift as you can see

**[00:08:22]** here I'm using the ARA puzzle room as an

**[00:08:25]** example where all the different layouts

**[00:08:27]** are marked and these tiles on the floor

**[00:08:29]** none of these are my personal tiles but

**[00:08:31]** I think this is an incredibly powerful

**[00:08:33]** community-driven plugin and it's

**[00:08:35]** constantly growing tile set in here was

**[00:08:37]** fantastic to see if you've never tried

**[00:08:39]** any of this content before and want to

**[00:08:41]** jump in without having to mark all your

**[00:08:43]** tiles before you start give this plug to

**[00:08:46]** go this one might not seem like much but

**[00:08:48]** there are sound effects in the game that

**[00:08:50]** are great at warning you of incoming

**[00:08:52]** danger zeak's attack sound cber is

**[00:08:55]** calling his ghosts or Zac in Final Phase

**[00:08:57]** of the wardens for example how however

**[00:08:59]** sometimes these sounds can be drowned up

**[00:09:01]** by other mechanics and it makes it

**[00:09:03]** really hard to tell or hear what's

**[00:09:05]** coming next and if we can use these

**[00:09:07]** audio cues to reduce our mental load

**[00:09:11]** that's a fantastic way to make a piece

**[00:09:12]** of content a bit easier to jump into I

**[00:09:16]** have annoyance mute setup in the

**[00:09:17]** following way on the screen are some of

**[00:09:19]** the custom IDs that I've listed to stop

**[00:09:21]** a lot of the annoying sound effects at

**[00:09:23]** wardens well there we have it 10 plugins

**[00:09:26]** I'm certain will help increase your pvm

**[00:09:28]** performance and help you level up your

**[00:09:30]** skills on a bit of a more serious note

**[00:09:33]** this is my first type of video and I

**[00:09:35]** really appreciate you watching it means

**[00:09:36]** a lot if you could leave a like or a

**[00:09:39]** comment I'll make sure to reply to any

**[00:09:40]** questions that you might have and let me

**[00:09:42]** know if you want to see a part two to

**[00:09:44]** this video CU while making this one I

**[00:09:45]** had a much bigger list of plugins thanks

**[00:09:48]** for

**[00:09:52]** [Music]

**[00:09:58]** watching

**[00:09:59]** [Music]

**[00:10:49]** the

# Full Text (without timestamps)

hello everyone elijan here today I'm bringing you a video about plugins You' probably seen other videos before about Quest helper or 117s HD other quality of life but in this video I have 10 specific plugins that are guaranteed to improve your PBM skills and help you master the game and if you learned something in this video that you didn't already know please leave a like and comment really appreciate it firstly I want to establish a core concept that applies to everything not just RuneScape cognitive bandwidth basically your brain can only handle so much information at once before it ends up like this using this core concept we can apply it to our UI setup to optimize how we present and interpret information in a more streamlined way so that our brain can focus on what's important more easily now that this is out of the way let's jump into the plugins ever tried to do quick switches and accidentally shuffle your inventory around like this well not anymore with anti-drag anti-drag adds a tech delay to any items you want to move around your inventory but not to clicks on items like switching your gear it takes quite a bit of getting used to you can toggle it on permanently like I have here you can disable the tick delay while holding control if you want to shuffle some things around you can see here how I have to click and hold before it lets me start moving an item I won't just let me Shuffle around my inventory randomly it'll take a bit of getting used to but now we try to send those eight-way switches it'll be much cleaner okay so this next one is a little strange but I promise it's very useful in the right situation the plug-in instant inventory lets you drop items faster sort of normally when you drop items there's a delay in the inventory before they hit the ground meaning you might try to accidentally drop the same item twice well what this plugin fixes is it instantly shows you what item you've dropped before the tick is finished so you can drop it items far smoother for things like juggling at God Wars or dropping supplies over to a friend in a raid this isn't actually dropping the items any faster but it's tricking the client and showing that the item has been selected to be dropped you can see this isn't always so smooth when I try to drop my Fang here it doesn't actually drop it but my client tells me it has been dropped because of instant inventory so some things might snap back into existence if you have certain thresholds or settings to prevent them from being instantly dropped to the ground remember what I said at the start about mental load well in another MMO World of Warcraft some of the world first Raiders some of the best players in the game use a weak hor or plug-in called the Crosshair all it does is put a Crosshair in the center of your screen where your character is your character always is similar to RuneScape your character is always in the middle of the screen but when there's hectic mechanics and a lot going on instead of having to visually recognize yourself from the noise a simple Crosshair makes the information easier to distill with that in mind let's move on to number three inventory tags I know a lot of the more experienced pvmers will rticle NBS or learning players for needing inventory tags but instead of having to memorize every piece of gear In the Heat of an encounter all you have to remember is red is melee green is range blue is Mage instead of trying to struggle through try and find where your Defender is it'll stick out like a sore thumb and if you're scanning your inventory and trying to find that Ambrosia maybe you can make it stand out a bit more easily this is a hill that I'm willing to die on I think even the very best pvmers in the game could get even 1% better if they use this plugin to its maximum potential and that brings us to number four thr attack a thr while being a great DPS increase can cover up information that is critical to know this effect is actually a a combination of a few plugins The Entity Hider hiding the thrs and better NPC highlight which you can use the highlight color and feather effect just make sure to copy down the NPC IDs I have listed on the screen otherwise your thrs won't get the feather effect around them another powerful part of the thr toolkit is the thr reminder in the intense part of a final phase of a warden's fight trying to remember when or how long away you are from eating to summon a thr while doing correct movement press switches and everything else can be very difficult however this plugin the thr reminder lets you know and gives you a notification when you need to resummon your thr all of these plugins combined turn thrs into an effortless DPS increase and makes the overall experience far better on to the fifth one on our list tile indicators many of you might know this at this point but for those who don't RuneScape is lying to you you're not where your character is you're where this tile is movement is one of the most important things in all high tier pvm which is why this plugin is so powerful as you can see in the settings I also have set up the plugin to show the target tile I am moving towards and to the highlighted tile I am hovering at any time all these combined turn into a great system that lets you know exactly where you are where you're about to click and where you will end up at on your current path with perfect accuracy using all these together drastically reduces your chances of misclicking or running into an obstacle that you weren't aware of number six on our list is visual metronome again back to that point I made about high-end pvmers they may make fun that you can't perfectly count ticks in your head but this makes learning ticks and understanding what's happening incredibly easy and given that most NPCs are on Forte cycle I have my visual metronome set up like this to provide four distinct colors and a repeating cycle to make it incredibly easy to flick amazingly you can actually combine these last two plugins together to have the visual metronum match your true tile this is incredibly useful here I am in The Inferno and you can see the melee attacks every four ticks so I can keep my protection prayer on until I see the tick they attacked in this case on tick four so now in order to Lazy flick all I have to do is put up my protection prior on the tich before that t three and then turn it off on tick four PR on three pray off four this next plugin is so powerful it could be its own whole video you can do a lot with this to make encounters or even movement far more easy for example here I'm showing running to the validor ladder if you for example had a slay aasia and there annoying trees get in the way but if you enable menu entry swap then you can left click straight on the ladder without the trees getting in your way at all obviously the potential is Limitless out of combat utility is obviously incredibly useful even at God Wars where you don't have to left Cate the minions or it arkers Shadows for example when you're trying to do a butterfly method and here just to prove my point there's a tree right in front of the ladder and it moves ladder to the top menu Choice the player outline plugin might as well be as close to the Crosshair we as RuneScape currently has you might have seen quite a few pvpers use this plugin when they use the render self command but I think similar to the Crosshair plugin making your character Stand Out amongst the crowd is a very useful tool as you can make very hectic fights like the final phase of the wardens feel a bit easier to wrap your brain around when there are a thousand moving things on the screen at once a second to last plugin of the video today is tile pack want to try some new content but you don't know where to stand instead of tediously copying tile markers from someone else's video or screenshot online to packs might just be the plugin you're looking for they don't interfere with your normal tiles but they have quick access to a whole lot of different PBM and scaling tiles across the game things like barrows Inferno musba Guardians of the rift as you can see here I'm using the ARA puzzle room as an example where all the different layouts are marked and these tiles on the floor none of these are my personal tiles but I think this is an incredibly powerful community-driven plugin and it's constantly growing tile set in here was fantastic to see if you've never tried any of this content before and want to jump in without having to mark all your tiles before you start give this plug to go this one might not seem like much but there are sound effects in the game that are great at warning you of incoming danger zeak's attack sound cber is calling his ghosts or Zac in Final Phase of the wardens for example how however sometimes these sounds can be drowned up by other mechanics and it makes it really hard to tell or hear what's coming next and if we can use these audio cues to reduce our mental load that's a fantastic way to make a piece of content a bit easier to jump into I have annoyance mute setup in the following way on the screen are some of the custom IDs that I've listed to stop a lot of the annoying sound effects at wardens well there we have it 10 plugins I'm certain will help increase your pvm performance and help you level up your skills on a bit of a more serious note this is my first type of video and I really appreciate you watching it means a lot if you could leave a like or a comment I'll make sure to reply to any questions that you might have and let me know if you want to see a part two to this video CU while making this one I had a much bigger list of plugins thanks for [Music] watching [Music] the