

# 2.0.X | Button Scripts

## About

As of version 1.5, FancyMenu supports multiple [button actions](#) per button.

This is possible by creating a button script containing all button actions you want to run by clicking the button.

## Creating a Script

Buttons scripts are located in `.minecraft/config/fancymenu/buttonscripts`.

To keep it as simple as possible, button scripts are simple text files (.TXT files), allowing you to edit them with every text editor.

Creating a button script is very easy. It's basically just writing multiple [button actions](#) as list (one action per line).

The [button action](#) and its value (if there is one for the specific button action) are going to the same line, separated by colon (':').

A working button script to rename customization files and reload the menu (to switch between layouts by button click) can look like this:

```
renamefile: config/fancymenu/customization/layout.txt; layout.temp  
renamefile: config/fancymenu/customization/layout.disabled; layout.txt  
renamefile: config/fancymenu/customization/layout.temp; layout.disabled  
reloadmenu
```

The code above is all the script needs to work, nothing special. The part before the colon is the [button action](#), everything after the colon is its value.

The `reloadmenu` [button action](#) has no value, that's why there's no colon on this line.

When you're done writing your script, just save it to the `buttonscripts` directory (mentioned above), with whatever name you like. Just be sure that it has the **TXT** file type.

After you've saved your button script, simply press the [Reload button](#) to load the new button script

into FancyMenu and you're done.

# Using Button Scripts

Button scripts can be executed by using the `runscript` button action.

The value for this `button action` is the script file name **without the file extension**. So if you've named your button script `myscript.txt`, the button action value would be `myscript`.

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