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Subject: SSGM plugin issues

Posted by [=HT=T-Bird](#) on Thu, 05 Jul 2007 20:11:39 GMT

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1) Is there a good reason why plugins are not allowed to have their own purchase hooks? Or is that just an omission on WhiteDragon's part?

2) Again, is there a good reason why plugins cannot listen for DragonGuard events except by monitoring the SSGMlog?

3) How would I go about creating a plugin that provides services (functions, classes,...) to other plugins? Or, can plugins only use services provided by SSGM itself?

P.S. Is DragonGuard still alive and kicking? Or, did BIATCH's release pre-empt that project?

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