

---

Subject: Re: brenbot / ssgm plugin

Posted by [=HT=T-Bird](#) on Tue, 23 Oct 2007 11:48:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Also...unfortunately neither scripts.dll engine code nor bhs.dll allow you to natively create Renegade console commands :S (hopefully the BI people can fix that when and if BICEPS rolls out our door

Hence, you need to use the ugly hack known as the SSGM DDE hook (or LUAPugin's equivalent) in order to (partially) implement this.

---