
Subject: Re: C++/BRenBot In-Game Commands...
Posted by [raven](#) on Mon, 11 Jan 2010 19:21:21 GMT
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You can't write BR plugins in C++. You can write SSGM plugins in C++ in which case you would load them via ssgm.ini's well documented [Plugins] section.

If you want to write plugins for BR, you must code them in Perl. I would suggest downloading an existing plugin and learning how to write them off one of those.

To load it, you would place the .pm file and the .xml file in the BR plugins directory.
