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Subject: Re: Certain gamelogs

Posted by [Gen\\_Blacky](#) on Tue, 08 Oct 2013 18:07:03 GMT

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danpaul88 wrote on Fri, 04 October 2013 04:36: Not at present, feel free to request it though. I tend to use the BR bug tracker over at BHP as the go-to place for feature requests and bug reports these days.

<https://www.bluehellproductions.com/forum/index.php?app=tracker&showproject=18>

good to know.

I like the new modular plugin system. But if you use a poe kernel timer in a plugin it won't have a result. For example.

```
sub start
{
my ( $kernel, $session, $heap, $args ) = @_ [ KERNEL, SESSION, HEAP, ARG0 ];
my %args = %{ $args };
my $next_time = int( time() ) + 15;
$kernel->alarm( SomeSub => $next_time => \%args );
}
```

The plugin won't load in plugin.pm. Get successful execution of plugin a different way?

```
$poe .= " plugin_start => sub {
    my \$result = plugin_event(\".$plugin_name.\" , 'start', \@_);
    if ( defined(\$result) and \$result == 0 )
    {
        set_state(\".$plugin_name.\" , 2);
        unload_plugin(\".$plugin_name.\" );
    }
}, \n";
```

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