
Subject: Re: Official HL bot thread
Posted by [Nightma12](#) on Tue, 29 Aug 2006 21:03:30 GMT
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take a look at the NR plugin compabilities:

www.aohost.co.uk/NRplugin.dll.txt

^^ that is a list of functions within NRplugin that can be used as hooks

and heres a list of functions within NRcore.dll that you are able to call from the plugin:

www.aohost.co.uk/NRcore.dll.txt

i also have an NRCommands.dll.txt and when you add a command into it it REALYL DOES feel as if it is really built into the bot... even the permission structure is easy to replicate with good documentation so the command even appears on the GUI....

thats basically the kind of thing that you would need to do to have a decent + powerful plugin system

i really doubt any of your current systems would be sufficiant enough to create powerful plugins, although your commands system has potential, it would need alot of upgrades as your basically writing your own language... its best to stick inside dlls and stick with a language well known (eg, C++)
