
Subject: Re: Official SBot Thread

Posted by [jnz](#) on Mon, 26 Feb 2007 23:13:16 GMT

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hmm; plugins, plugins, plugins. how should i do them?

- 1) they are in native C++
- 2) it can load as many as you like
- 3) it can get any of the information about the game
- 4) it can interact with scripts.dll directly.
- 5) it can interact with the console, eg input stuff to the console. or just display text on it.

ofcourse you get "chathook" "hosthook" "playerjoinhook" "playerleavehook" "gameoverhook"
"objecthook" "loadlevelhook"

i will be doing a crash course on how to make plugins when i fix up a few things.
