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Subject: A complete newbies guide to writing their first TT plug-in

Posted by [reborn](#) on Sat, 23 Nov 2013 16:34:08 GMT

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Attached to this post is a document made specifically for a total newbie to make their first TT Server plug-in.

The plug-in itself allows you to simulate damage value modification from players, where that damage is calculated on the client (i.e not building damage).

This was written in response to a direct request made on the forums for help with an associated issue, but it has been made very generic to act as a reference for anyone who wants to try their hand first time at making a plug-in.

I hope it's useful.

```
/*  
Uploaded version 2 as a PDF file, fixed some typo's and respected the comment around the  
express edition.  
*/
```

### File Attachments

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1) [How to make a simple Renegade Server Plug \(2\).zip](#),  
downloaded 405 times

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