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Subject: C++/BRenBot In-Game Commands...  
Posted by [krisser20](#) on Mon, 11 Jan 2010 19:13:22 GMT  
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Well i have got help with alot of things making my server interesting and ppl shall have thanks for that but 1 big thing that a would be apriciate most is.....

How to make my own server commands With C++ for BRenBot (also notepad if that is better )  
I have no clue of how to start writting and how to make BRenbot execute the script please help!  
That will make my server really good!!!

Thanks Anyway!

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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.

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Subject: Re: C++/BRenBot In-Game Commands...  
Posted by [krisser20](#) on Mon, 11 Jan 2010 19:29:19 GMT  
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I am not into coding but what is Perl?

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Subject: Re: C++/BRenBot In-Game Commands...  
Posted by [Sladewill](#) on Mon, 11 Jan 2010 22:11:41 GMT  
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linux coding language, influenced by C++. Its pretty simple to learn.

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