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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

1) [How to make a simple Renegade Server Plug \(2\).zip](#),  
downloaded 351 times

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

Posted by [liquidv2](#) on Sat, 23 Nov 2013 19:20:55 GMT

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holy shit

you typed all that up?

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

Posted by [Omar007](#) on Sat, 23 Nov 2013 19:23:53 GMT

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lolwut 22 pages

Looks good though. Nice job

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

Posted by [Ethenal](#) on Sat, 23 Nov 2013 19:28:59 GMT

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Wow, you did type all that up. I would definitely sticky this thread.

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

Posted by [reborn](#) on Sat, 23 Nov 2013 21:33:49 GMT

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liquidv2 wrote on Sat, 23 November 2013 14:20  
holy shit  
you typed all that up?

Hah, There's a lot of pictures!

I just wanted to write something that could be followed by someone who had no previous experience, and have them complete a finished product at the end, while learning a bit along the way.

Omar007 wrote on Sat, 23 November 2013 14:23  
lolwut 22 pages

Looks good though. Nice job

Cheers, but I doubt there's anything in there that you didn't know already

---

Ethenal wrote on Sat, 23 November 2013 14:28  
Wow, you did type all that up. I would definitely sticky this thread.

Yeah, I kind of run away with it a bit. I might make a few follow up tutorials to go a bit further in some areas.

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

Posted by [Gen\\_Blacky](#) on Sat, 23 Nov 2013 22:28:44 GMT

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holy shit he did type that up awesome.

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

Posted by [Omar007](#) on Sat, 23 Nov 2013 22:57:01 GMT

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reborn wrote on Sat, 23 November 2013 22:33  
Omar007 wrote on Sat, 23 November 2013 14:23  
lolwut 22 pages

Looks good though. Nice job

Cheers, but I doubt there's anything in there that you didn't know already

True

But it's still a nice job and I'm certain it can help others.

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Subject: Re: A complete newbies guide to writing their first TT plug-in  
Posted by [iRANian](#) on Sat, 23 Nov 2013 23:33:57 GMT

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I suggest uploading it as PDF file. Microsoft Word has a feature for saving as PDF.

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Subject: Re: A complete newbies guide to writing their first TT plug-in  
Posted by [jonwil](#) on Sun, 24 Nov 2013 00:33:59 GMT

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FYI, the Express edition should work for compiling scripts, if it doesn't that's a bug we want to fix

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Subject: Re: A complete newbies guide to writing their first TT plug-in  
Posted by [reborn](#) on Sun, 24 Nov 2013 08:33:16 GMT

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Gen\_Blacky wrote on Sat, 23 November 2013 17:28 holy shit he did type that up awesome.

Hah! Thanks

Omar007 wrote on Sat, 23 November 2013 17:57 reborn wrote on Sat, 23 November 2013 22:33  
Omar007 wrote on Sat, 23 November 2013 14:23 lolwut 22 pages

Looks good though. Nice job

Cheers, but I doubt there's anything in there that you didn't know already

True

But it's still a nice job and I'm certain it can help others.

Yeah, I hope so too.

iRANian wrote on Sat, 23 November 2013 18:33 I suggest uploading it as PDF file. Microsoft Word has a feature for saving as PDF.

Thank you, done.

jonwil wrote on Sat, 23 November 2013 19:33 FYI, the Express edition should work for compiling scripts, if it doesn't that's a bug we want to fix

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Thank you, I've uploaded a new version that appreciates that clarification.

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

Posted by [Stallion](#) on Wed, 29 Jan 2014 23:31:30 GMT

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I made my first script with this, but now how do I turn it into a scripts.dll or what do I need to do in order to be able to use it?

All I have is scripts.exp and scripts.lib, but no scripts.dll

(Btw, I skipped using it to make a plugin and made my own reverse engineered Stallion.h and Stallion.cpp files for a standard script)

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

Posted by [reborn](#) on Thu, 30 Jan 2014 21:56:01 GMT

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This is a tutorial for writing a simple server-side plug-in.

You can no longer write your own scripts.dll as far as I'm aware, as TT is closed source.

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

Posted by [danpaul88](#) on Fri, 31 Jan 2014 08:52:29 GMT

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I believe you should still be able to compile scripts.dll itself from the code that is public, you just can't compile any of the TT libraries such as tt.dll etc.

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

Posted by [Ethenal](#) on Fri, 31 Jan 2014 14:39:20 GMT

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danpaul is right, you're still free to modify and compile scripts.dll

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

Posted by [Stallion](#) on Fri, 31 Jan 2014 19:46:34 GMT

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The problem is that when I "build" the solution that I don't get the scripts.dll file in there.

Does anyone know why this might happen and what I could do to fix this with the 2010 express edition?

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

Posted by [reborn](#) on Fri, 31 Jan 2014 21:06:36 GMT

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If DP is right, and I assume he would be, then simply change the build configuration from Release SSGM to Release.

However, you shouldn't follow the other steps in the tutorial either. You would be editing the files that build for a the SSGM release, not the client part.

You could probably do with a completely different tutorial.

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

Posted by [Ethenal](#) on Fri, 31 Jan 2014 21:35:36 GMT

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Yeah I would definitely try the "Release SSGM" thing.

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

Posted by [Stallion](#) on Sat, 01 Feb 2014 04:05:29 GMT

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reborn wrote on Fri, 31 January 2014 16:06If DP is right, and I assume he would be, then simply change the build configuration from Release SSGM to Release.

However, you shouldn't follow the other steps in the tutorial either. You would be editing the files that build for a the SSGM release, not the client part.

You could probably do with a completely different tutorial.

I've tried building in release and release ssgm. I made my own .h and .cpp files in the scripts section so there shouldn't be any problems with that either.

I can only think that maybe there is some configuration issue that is off at this point, but I'm really not sure.

I wish there was a tutorial on how do deal with this

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

Posted by [danpaul88](#) on Sat, 01 Feb 2014 14:34:14 GMT

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It depends what solution you're using... if it's just a solution for a single SSGM plugin then all it's going to build is that plugin. If it's a modified version of the generic scripts solution, don't forget

that the .dll file goes into a different folder than the .lib file (from what I recall).

Stallion wrote on Sat, 01 February 2014 04:05

I wish there was a tutorial on how to deal with this

It's generally assumed that people writing their own plugins have at least a basic understanding of how Visual Studio works and can understand how the project configuration files work and how to tell where things get built to.

There's nothing "special" about the script solution, so the same rules that apply to any other VC++ project apply to this one.

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