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Subject: What's the best way to start a new Dragonade plugin project in VS?

Posted by [iRANian](#) on Sun, 16 Apr 2017 15:40:01 GMT

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I kinda forgot how to create new plugin projects for Dragonade..created a new win32 dll project but I couldn't fix the includes.

Any pointers?

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Subject: Re: What's the best way to start a new Dragonade plugin project in VS?

Posted by [dblanky1](#) on Sun, 16 Apr 2017 21:06:14 GMT

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Copy the example plugin.

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Subject: Re: What's the best way to start a new Dragonade plugin project in VS?

Posted by [Ethenal](#) on Tue, 18 Apr 2017 01:03:09 GMT

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what are you making Iran?

I haven't messed around with this game in forever. I just checked, I still have my git repositories from my work with BRenBot and Dragonade on Jelly. haven't touched it in a year or more. I'm almost tempted!

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Subject: Re: What's the best way to start a new Dragonade plugin project in VS?

Posted by [iRANian](#) on Tue, 18 Apr 2017 08:16:54 GMT

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Minor base defences (ported from Reborn the guy)

Commander system (ported from Reborn the guy)

Veterancy system

And some smaller things.

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