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Subject: Re: Official SBot Thread

Posted by [danpaul88](#) on Thu, 21 Sep 2006 14:49:25 GMT

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Going back to what was being said in earlier versions about plugins: I doubt you will be able to turn perl plugins for BRenBot into .dll files, BUT since perl is mostly built on top of C++ you will probably be able to run the perl compiler as part of your own bot... although tbh I dont think it would work very well.

As for a universal plugin system: Not going to happen since each bot is in a different language... Although I am going to be adding a LOT more support for complex plugins in future versions of brenbot, including the ability to get specific lines from the gamelog / ssaow log.

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