Subject: Re: SSGM plugin issues
Posted by =HT=T-Bird on Fri, 06 Jul 2007 00:04:12 GMT

Whitedragon wrote on Thu, 05 July 2007 18:57=HT=T-Bird
1) Is there a good reason why plugins are not allowed to have their own purchase hooks? Or is that just an omission on WhiteDragon's part?

You can make purchase hooks. There just isn't an example of one.

Well, not without stomping on what other plugins might do with them.

Whitedragon wrote on Thu, 05 July 2007 18:57=HT=T-Bird
3) How would I go about creating a plugin that provides services (functions, classes,...) to other plugins? Or, can plugins only use services provided by SSGM itself?

You could have SSGM load both plugins and then have one plugin use GetModuleHandle to get the address of the other plugin and export functions from it. This will only work on windows though.

Hacky, but workable (and I could probably do it on Linux too, it's just a matter of figuring out how).

Whitedragon wrote on Thu, 05 July 2007 18:57=HT=T-Bird
Is DragonGuard still alive and kicking?

No.
Well then, I would like to see the DragonGuard hook in SSGM either a) deleted or b) used by BIATCH.