I tend to rarely use other peoples scripts, I see them as more for level edit users. This is probably the wrong attitude, but I prefer to make my own, because then I know exactly what they're doing and how they work because I've written it myself.

Besides, I'm probably the wrong person to ask for help coding. You may of seen the plug-in's released, but realistically I'm not very good. A better example to learn from is Roshambo/jnz. I will ofcourse help anyone apart from cheaters if I can do.

It's obviously an advantage to know what everyone's else's scripts do, because it can save you time to recycle there code, it would however probably serve you better to know the commands class. It helps that most of that is self explanitory in the name of eachone.
For example, Commands->Get_Credits(GameObject *). This gets the credits for the object selected inside the brackets, assuming you have selected a player gameobject it would return there amount of credits.

The great thing about the Commands class is that intellisense works with it, so typing (not copy/pasting, but actually type it) Commands-> into your solution will then bring up a list of the available Commands. Ofcourse not everything is in there, there are other functions not part of the Commands class, and even if they was all in there, the class itself is not enough to actually make your scripts do anything. But it is a good place to look first. Someone posted some info about the functions that exist in the API here. The information there is out-of-date, but still contains allot.

I have to go to work now, but I will write more when I get home about events. Although I do not really like doing this, I feel like I am trying to show people how to code, when I am not anywhere qualified to do so.