## Subject: A complete newbies guide to writing their first TT plug-in
Posted by reborn on Sat, 23 Nov 2013 16:34:08 GMT

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 exress edition.
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## File Attachments
1) How to make a simple Renegade Server Plug (2).zip, downloaded 298 times