

Script (v1.0)

1. Description

A very powerful plugin to allow scripting in various languages to add functionality to the bot.

This plugin uses the [Bean Scripting Framework](#) to enable integration of various script languages into the bot framework. Currently, these languages include [Groovy](#), [Jython](#), [JRuby](#), [Beanshell](#), and [Jacl](#).

2. Configuration

The configuration file for this plugin is `system/Script/ScriptConfig.xml`

2.1. scriptEngines

Specify which path to look for the scripts in, which script engine(s) to load and what file name extensions to use for that script language.

```
<scriptEngines path="../../Script/scripts/">
  <scriptEngine name="Groovy" extension="groovy" engine="org.codehaus.groovy.bsf.GroovyEngine"/>
  <scriptEngine name="Jython" extension="py"
engine="org.apache.bsf.engines.jython.JythonEngine"/>
  <scriptEngine name="JRuby" extension="rb" engine="org.jruby.javasupport.bsf.JRubyEngine"/>
  <scriptEngine name="BeanShell" extension="bsh" engine="bsh.util.BeanShellBSFEngine"/>
  <scriptEngine name="Jacl" extension="tcl" engine="org.apache.bsf.engines.jacl.JaclEngine"/>
</scriptEngines>
```

3. Commands

This plugin allows you to create your own commands and additional functionality, as described above.

4. Scripting

You will need to know how to use one of the script languages listed above to make your own scripts. The scripts directory has a very short sample for each supported language. The hooks you have into the bot are basically the same onXXX() events that are from the PircBot API, eg: onMessage(). Each of the parameters are available in exactly the same way too. As well as these, the bot object itself is available and all public methods are available for usage from the scripts.

5. Change History

v1.0	First Version by DeadEd
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