

Perl - Develop plugins with Perl

Perl is the "mother" of LoxBerry, because LoxBerry's father, [Michael Schlenstedt](#), founder of the LoxBerry project, learned this programming language during his studies a long time ago and is now too old to learn something new.

Nur im Perl LoxBerry SDK suchen

For some re-occurring tasks, and frequently needed data, we have developed LoxBerry Perl modules to simplify creating plugins. These modules are called `LoxBerry::System` and `LoxBerry::Web` and can be included by `use LoxBerry::System` and `use LoxBerry::Web`.

There is also a PHP LoxBerry SDK following the functions of the Perl modules, but the leading trail are the Perl modules.

Aspects creating plugins

There are several aspects you have to consider creating plugins:

- The directory layout and content of your plugin ([Plugin für den Loxberry entwickeln \(Version 1.x\)](#)) (German only)
- Be as system independent as possible (use the apt feature of the Plugin Interface to install binaries - don't ship compiled binaries as the won't run on other architectures)
- If you need paths inside your plugin, use the provided global variables from `LoxBerry::System`. Don't hard-code any system paths.
- Use `HTML::Template` for your web interface. LoxBerry itself uses `HTML::Template`, and it is automatically use'd from `LoxBerry::Web`.
- Multilingual support - LoxBerry comes with a multilingual approach with ini-styled language files. All supporting features of `LoxBerry::Web` directly use your multi-lang files with `HTML::Template`.
- LoxBerry gives you lot of freedom of permissions - don't misuse them. Do not change major system settings that are unrecoverable. Don't unfasten restrictions or permissions more than your plugin needs. Keep your changes undo-able for the situation where your plugin is uninstalled.

The Perl SDK documentation currently is available in German only. Please use some online translation tool like Google Translate.

[Perl LoxBerry SDK Dokumentation](#) (German only)