



Writing Plugins



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Nuusio, Finland

McNimble



Overview



What the Browser does

Intervening

We are going to write a plugin!

Figuring things out



Who is McNimble?



Cynbel McNimble

aka Kero

Professional Agile Coach / Coder

Long time Planets Player

Always wrote tools



What the Browser does



It renders text (HTML)
with Styling (CSS)
adding interactivity (JavaScript)
and interactivity with the server (XHR aka Web 2.0)



Intervening



Greasemonkey / TamperMonkey
modifies HTML, CSS, and JavaScript
just after the browser loaded, and
just before the the browser renders



Let's write a plugin



- 1.
- 2.
- 3.
- 4.

Pick a problem
Make a plan of attack
Attack!
Figure out how to intervene, as we go



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Pick a problem



CLN checks
Auto (re)name ships
Lady Royale clans/MC (un)loading



Plan of Attack



- 1.
- 2.
- 3.

What goes WRONG most often?
How to improve your WORKFLOW?
What is the SIMPLEST thing we can do?



Attack



- 1. apt install nodejs/npm && npm install jasmine
- 2. Write a test, see it fail
- 3. Implement just enough to let the test pass, see all tests pass
- 4. load plugin, see effect in browser



Ship Baptizer



- If a ship has the default name, rename it
- Generate a different name for each ship
- Provide a pile of names
- Several piles to choose from
- Change (all) ship names for this turn, maybe back next turn (@hijk)



Madame Royale



- Drop MC from Lady Royale
- Drop precisely #clans MC from Lady Royale
- If SB on unload freighers, load 160 clans into Lady Royale
- But leave at least 1 clan on SB...
- Idea: put back clans, if above a base on Unload Freight
- warn in SB pane about not using Unload Freight or not using 'bdm'



Figuring things out



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F12 is your friend
But sometimes not
Try other browsers, too
Download `nu.js` so you can search it
ask me on <https://planetsnu.slack.com/>



The End



Questions

Suggestions

Feedback