

# 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.

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.

Nur im Perl LoxBerry SDK suchen

 Suche

## 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.

## Documentation

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

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