If you want to add the ability for another plant to grow 24Hours you can do this by only editing XML.

1. First you need the plant XML that you will edit. This can be from another mod that adds plants, or you can create a new mod that will override the definitions, by copying the plant definition you want to edit from eather the rimworld core(probably best to not edit this directly) or another mod.
2. In that new mod change the thingClass of any plants that you want to edit in xml to be

<thingClass>Enhanced\_Defence.Plants24H.Plant</thingClass>

Most files will have this defined in a Base Plant so changing just the one will change every plant in the file.  
3. Make certain that this mod is loaded after "ED-Core", and anyother mods that you based it on.

That should be all you have to do, test it and let me know how it goes.

For balance reasons you may want to reduce the speed that plants are growing at.