

How plugins work

On every startup, a modeling tool scans the [plugins directory](#), and searches for subdirectories there:

- If a subdirectory contains the plugin descriptor file, the plugin's manager reads the descriptor file.
- If requirements specified in a descriptor file are fulfilled, the plugin's manager loads a specified class (the specified plugin class must be derived from the `com.nomagic.magicdraw.plugins.Plugin` class). Then a method `init()` of the loaded class is called. The `init()` method can add GUI components using the actions architecture or do other activities and return from the method. The `init()` method is called only if `isSupported()` returns `true`.

Related pages

- [Plugins directories](#)

The following figure illustrates how do plugins work.

