How plugins work
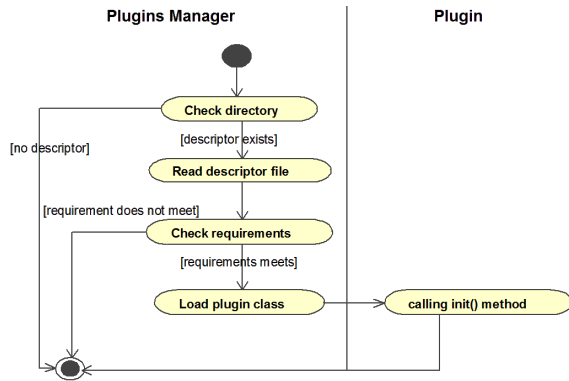
On every startup, a modeling tool scans the plugins directory, and searches for subdirectories there:

- 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*.

The following figure illustrates how do plugins work.