Plugins directories

Plugins are loaded from two locations on the program startup.

Installation directory
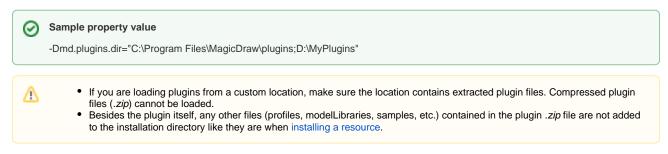
Plugins are loaded from the program installation directory (a global plugin directory) *<modeling tool installation directory>\plugins*.

This directory can be changed using a *md.plugins.dir* java system property and specifying paths separated with a semicolon (;) symbol.

To change the location of the plugins directory

1. Open the *<modeling tool name>.properties* file, which is located in *<modeling tool installation directory>\bin*.
2. In the JAVA_ARGS line, add the following property:

   ```
   -Dmd.plugins.dir="absolute path to plugins directory1;absolute path to plugins directory2"
   ```

   > ✓ **Sample property value**
   >
   > -Dmd.plugins.dir="C:\Program Files\MagicDraw\plugins;D:\MyPlugins"

   > ⚠ • If you are loading plugins from a custom location, make sure the location contains extracted plugin files. Compressed plugin files (*.zip*) cannot be loaded.
   > • Besides the plugin itself, any other files (profiles, modelLibraries, samples, etc.) contained in the plugin *.zip* file are not added to the installation directory like they are when installing a resource.

Configuration files location

Additionally, plugins are loaded from a configuration files location (*<Configuration files location>\plugins*). This allows to have global and user plugins.

> ⓘ See "MagicDraw Configuration Files Location" in the MagicDraw UserManual.pdf.

Another issue on Unix systems is related to user permissions to write. If a modeling tool is installed in a root, user is not allowed to write in a global plugin directory if a user has not such permissions.