Plugin classes

com.nomagic.magicdraw.plugins.Plugin is the base abstract class for any modeling tool plugin. A plugin written by a user must be extended from this class. Every plugin has its own descriptor set by a plugin's manager. A plugin has three special methods:

- a *init()* method is called on a program startup. The plugin must override this method and implement its own functionality there.
- a *close()* method is called on a program exit. The plugin must override this method and return the value *true* if the plugin is ready to exit. In other case, it should return the value *false*. If the plugin returns *false*, the program exit is canceled.
- a *isSupported()* method is called before the plugin initialization. If this method returns *false*, the plugin is not initialized. *isSupported()* may be used to check if the plugin can be started, for example, on this OS.

Use *com.nomagic.magicdraw.plugins.PluginUtils* to get references to loaded plugins. This is useful if you have dependencies among plugins and want to get a reference to other plugin object.

com.nomagic.magicdraw.plugins.PluginDescriptor is the class that provides information loaded from the *plugin.xml* file (a plugin descriptor) to the plugin. Use *com.nomagic.magicdraw.plugins.Plugin.getDescriptor() to get the descriptor.*

More information is available in javadoc.

Plugins Manager

MagicDraw Startup

1*[for all plugins]:

2: create() → **descriptor : PluginDescriptor**

3: create() → **plugin : Plugin**

4: setDescriptor(descriptor)

5*[for all plugins]:

6: init()

MagicDraw Shutdown

7*[for all plugins]:

8: result := close()

9[!result]: cancel shutdown