

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.PluginDescriptor](#) to get the descriptor.

More information is available in [javadoc](#).

