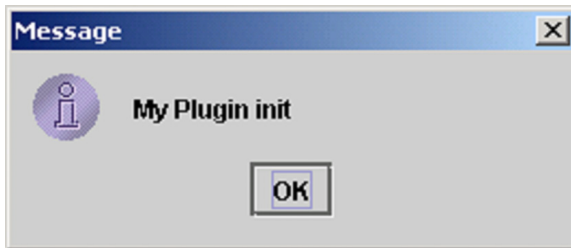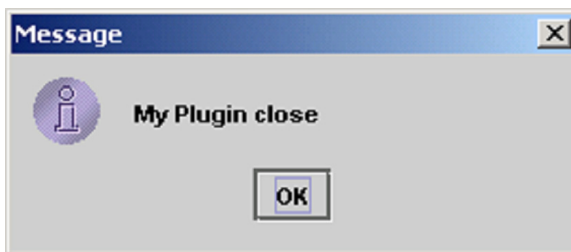# Testing plugin

You can test if your plugin sample works by checking described messages or by checking the *magicdraw. log* file.

To check messages

1. Restart MagicDraw (or other modeling tool you are using). On startup, a message should appear:

2. Then exit a program. Another message should appear:

To check the *magicdraw.log* file

- On the **Help** menu, click **About MagicDraw**. Then, in the **Environment** tab, click the **Log File** link.
- You can find the *magicdraw.log* file in a configuration file storage:
  - For Windows operating system, it is *C:\Users\<username>\AppData\Local\. magicdraw\<MagicDraw version number>*
  - For other operating systems, it is *<user.home>/.magicdraw/<MagicDraw version number>*

After successful startup, the following information should be provided at the end of the *magicdraw.log* file:

```
LOAD PLUGINS:
com.nomagic.magicdraw.plugins.PluginDescriptor@edf730[ id = my.first.
plugin, name = My First Plugin, provider = Coder, version = 1.0, class =
myplugin.MyPlugin, requires api = 1.0, runtime = \[Ljava.net.URL;@ff94b1\]
(mailto:@ff94b1)

INIT PLUGINS:
[com.nomagic.magicdraw.plugins.PluginDescriptor@edf730[ id = my.first.
plugin, name =|http://Ljava.net.URL/] My First Plugin, provider = Coder,
version = 1.0, class = myplugin.MyPlugin, requires api = 1.0, runtime =
[Ljava.net.URL;@ff94b1]
```

Also all plugins and their statuses are listed in the program **EnvironmentOptions** dialog, in the Plugins tab.

Looking at the file is the best way to find problems when the plugin does not work.