

To create a new module for Inviwo there is a helper program which creates the folder structure, the CMake files, basic module files and if needed example processors and shaders. To use the helper the `inviwo-meta-tools` must be build with Inviwo. After building them they can be found in the same directory as the Inviwo executable.

1. If you have build Inviwo in Release mode open the Inviwo build folder at 'bin/Release' with a terminal.
2. Create a new module by entering
`./inviwo-meta-cli.exe -m <inviwo-dir>/modules/<module-name> -o modules`
3. Create a processor by entering
`./inviwo-meta-cli.exe -p <module-dir>/src/processor/<processor-name>`
4. To add, for example, a helper file in utils you can use
`./inviwo-meta-cli.exe -f <module-dir>/src/utils/<file-name>`
A small example processor is created which can be modified and
5. You might also want to change the `depends.cmake` to depend on other Inviwo modules. One common dependency is for example the 'InviwoOpenGLModule'.
Dependencies must be set, otherwise it is not possible to include files from other modules. As all modules depend on the Inviwo core, files from the core can always included.