# Developing a Quink plugin for deviantArt muro

## 1) Put the code in the Quink plugins folder and launch it manually in its own html page.

Since the plugin will be used inside an iframe, a good first step is to make sure it runs at all.

deviantArt's documentation says that it's expected to be used by placing the sandbox page inside an iframe (https://github.com/deviantART/embedded-deviantART-muro/wiki/How-It-Works), so put the deviantArt code files in Quink and test that the sandbox page runs in isolation.

Outcome: created quink/plugins/deviantart folder containing code. deviantart\_muro\_sandbox.html ran successfully.

Check in code.

## 2) Create a minimal plugin adapter

deviantart-plugin.js should contain the API methods, load, open, save and exit. At this stage each method should log to the console so we can see it's being called.

console.log('[' + new Date().toISOString() + ']' + 'DeviantArtPlugin.load called');

Run Quink to check it still works (shouldn't be a problem as no new code is being used yet).

Check in the code.

# ToDo

1) Can set default background using options.background = 'http://somewhere.on.my.domain/fancy\_background.png';

Could incorporate into PluginAdapter

2) Copyright licence on plugins