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// Type definitions for [~THE LIBRARY NAME~] [~OPTIONAL VERSION NUMBER~]
// Project: [~THE PROJECT NAME~]
// Definitions by: [~YOUR NAME~] <[~A URL FOR YOU~]>

/*~ This is the module plugin template file. You should rename it to index.d.ts
  *~ and place it in a folder with the same name as the module.
  *~ For example, if you were writing a file for "super-greeter", this
  *~ file should be 'super-greeter/index.d.ts'
  */

/*~ On this line, import the module which this module adds to */
import * as m from 'someModule';

/*~ You can also import other modules if needed */
import * as other from 'anotherModule';

/*~ Here, declare the same module as the one you imported above */
declare module 'someModule' {
  /*~ Inside, add new function, classes, or variables. You can use
    *~ unexported types from the original module if needed. */
  export function theNewMethod(x: m.foo): other.bar;

  /*~ You can also add new properties to existing interfaces from
    *~ the original module by writing interface augmentations */
  export interface SomeModuleOptions {
    someModuleSetting?: string;
  }

  /*~ New types can also be declared and will appear as if they
    *~ are in the original module */
  export interface MyModulePluginOptions {
    size: number;
  }
}

```