# Module Manager Spec

Goal:

To display information about all modules found in a directory using its dll and xml files and be able to save an enable/disable for each module.

Overview:

All public methods of a module will be displayed under the module name in a TreeView control. The user can select each method which will then display all information about that module and the selected method in a different field.

Each module will have its own enable/disable check box to indicate whether the module will be used or not. It will have a “load modules” button to allow the user to select the location of the dll’s.

There will be a “save configuration” button which will save the state of each modules enable/disable check box. On application startup, if the config file exists, the previously saved settings will be loaded. The last selected directory will also be saved so all modules in that directory will be loaded and displayed.

Breakdown:

1.) A “load modules” button will allow the user to select a directory where dll files are located. The program will check that the directory contains at least one dll file.

2.) The TreeView area will display each module (dll file) and its methods in child nodes. Each module will have an associated enable/disable check box.

3.) The user can select any of the methods from the TreeView area. The information about the selected method will be displayed in a separate field next to the TreeView area.

4.) There will be a “save configuration” button that will store the loaded file location, as well as the enable/disable status for each of the modules. If this file exists on startup, the application will load with this saved data.