**LcmsNet Plugin Creation Steps:**

1. Select Fluidics Glyph to be used, or create one.
2. Create plugin class and above class declaration put the classDeviceControlAttribute
   1. classDeviceControlAttribte must have
      1. deviceControl Type(can be null) (typeof whatever)
      2. if using custom fluidics glyph, must have fluidicsdevice Type (typeof fluidics glyph), if using a builtin glyph, this doesn’t matter.
      3. name(ex, “TestValve”)
      4. category(ex, “Test”)
3. class must inherit from IDevice, and if using builtin glyph, inherit from the Interface for that glyph(Example, must inherit from the IFourPortValve interface to use the FourPortValve glyph)
4. write code required for interfaces, and to operate physical device
   1. Each method that operates the physical device is required to have an LCMethodAttribute above its declaration and the attribute requires
      1. Method name(string)
      2. Operation time(double)
      3. Data provider(string)
      4. Data provider index(integer)
      5. Performance data available(boolean)