1. **Set up text of message:**
   1. *Open messages.properties*
   2. *Define a name for the message*
   3. *Define the message, including the positioning of any variables* 
      1. EG: army.knife = Swiss Army Knife: max. number of interfaces is **{0}**
2. **Add variable in Checkstyle check (eg, SwissArmyKnifeCheck.java:** 
   1. *At the top of your java class which contains the code for your Checkstyle check, add a variable which refers to the name you gave your message. This allows your log calls to look more uniform.* 
      1. EG:

/\*\*

\* A key is pointing to the warning message text in "messages.properties"

\* file.

\*/

public static final String MSG\_KEY = "army.knife";

1. **Update Metadata XML:** 
   1. *Open the file Checkstyle-metadata.xml*
   2. *Expand out nodes titled ‘rule-metadata’ until you find the one for your Checkstyle check*
   3. *Then, expand out the check’s ‘property-metadata’ node*
   4. *Edit the properties as needed*
2. **Add a call to log in your check:**
   1. *Now go back to the java file where your custom check code is contained*
   2. *Wherever you need to log an error, add the following code:*

*log(ast.getLineNo(), MSG\_KEY, maxInterfaces);*

* + 1. ***MSG\_KEY*** *is the variable at the top of your Java class which defines your custom check*
    2. ***maxInterfaces*** *is the variable defined in the two XML files*

1. **Re-open second eclipse and build a new configuration:**
   * 1. *In Eclipse2, right-click on your test code and select “Properties”*
     2. *Go to “Checkstyle”*
     3. *Uncheck “Active for this project”*
     4. *Close Properties*
     5. *Go to Eclipse Menu > Preferences > Checkstyle*
     6. *Click the “New” button and make a new configuration*
     7. *Close out of Preferences*
     8. *Right-Click on your test code and select “Properties” > Checkstyle*
     9. *Re-check the “Active for this project” button*
     10. *In the drop-down menu, select the new configuration so that it is highlighted*
     11. *With it highlighted, click on the Configure button*
     12. *Scroll down to the custom checks section and add your modified check*