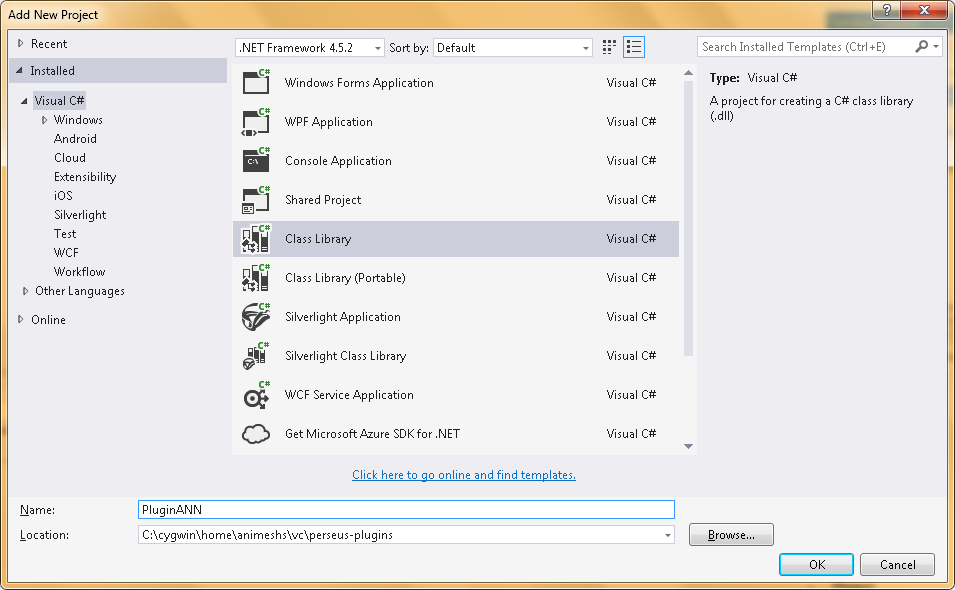
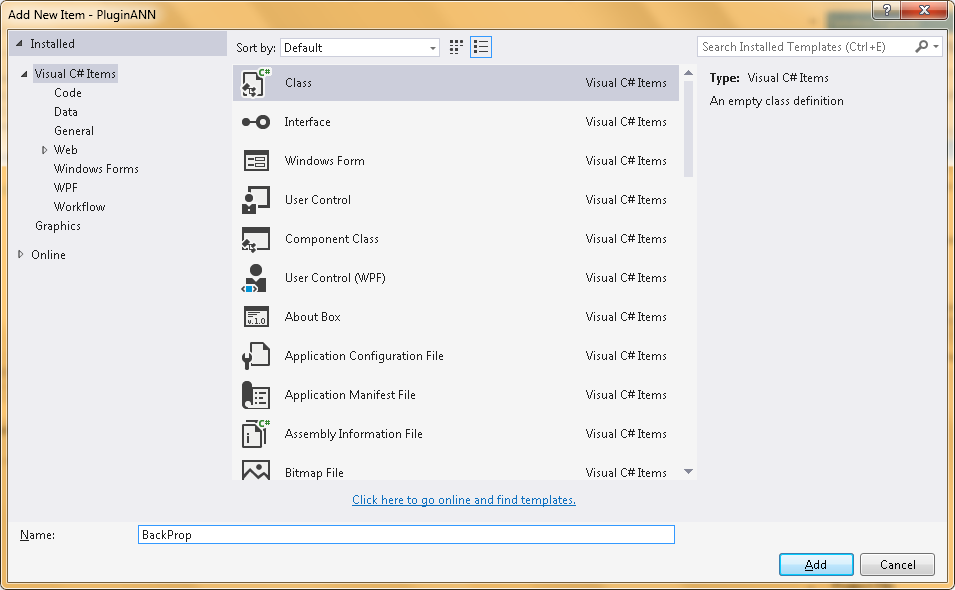
# Setup

1.git clone <https://github.com/JurgenCox/perseus-plugins.git>

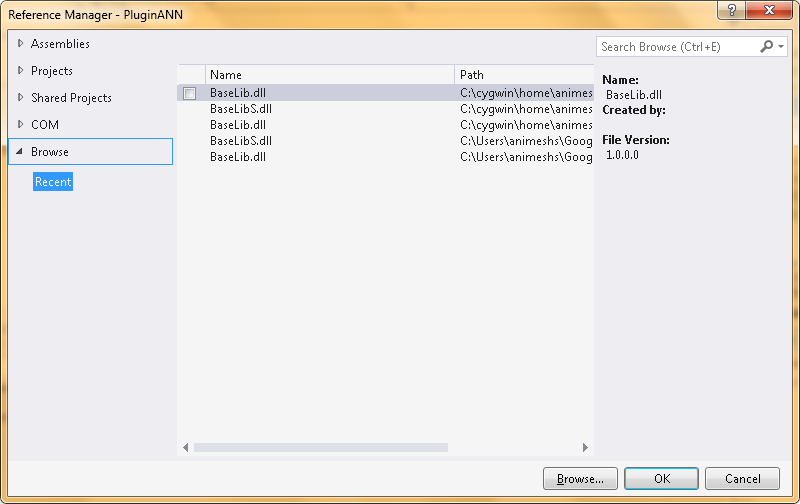
2. open solution in visual studio

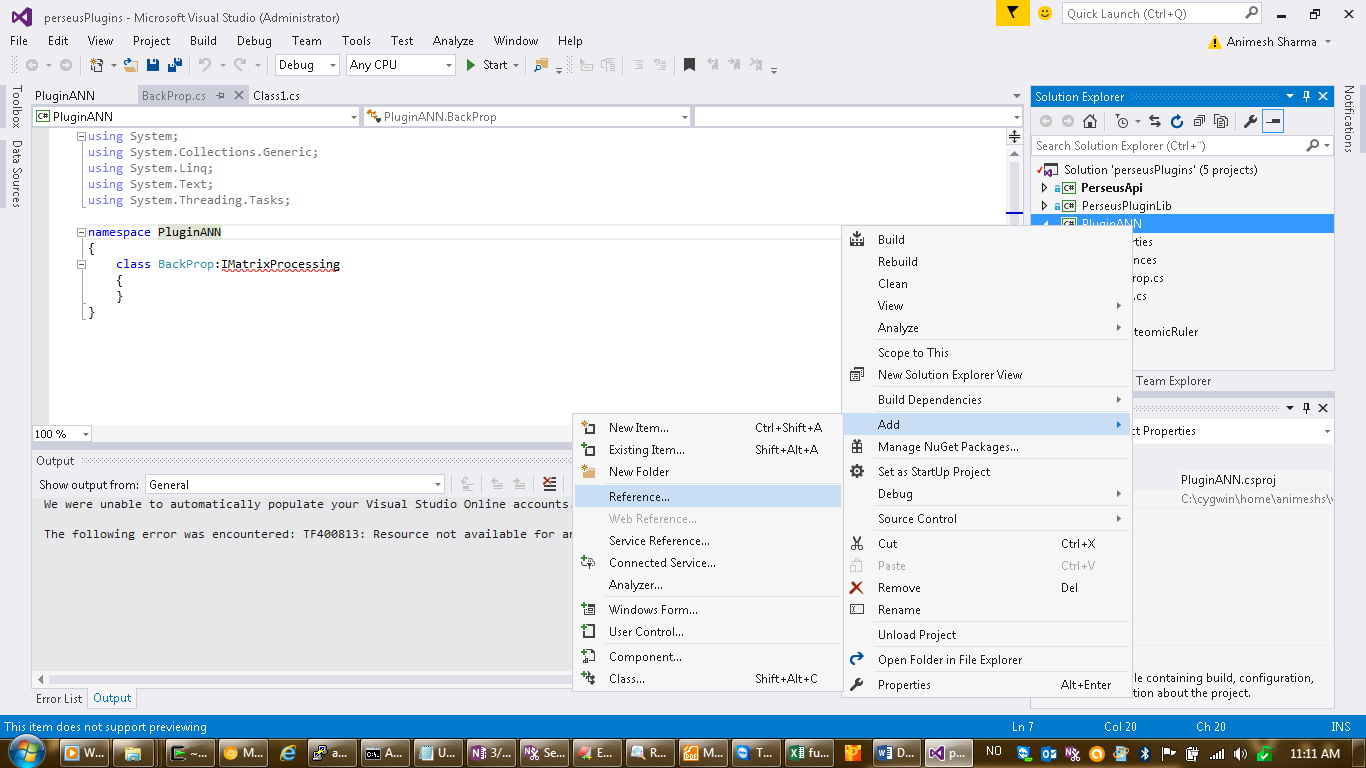
3. create a class with “Plugin” prefixed



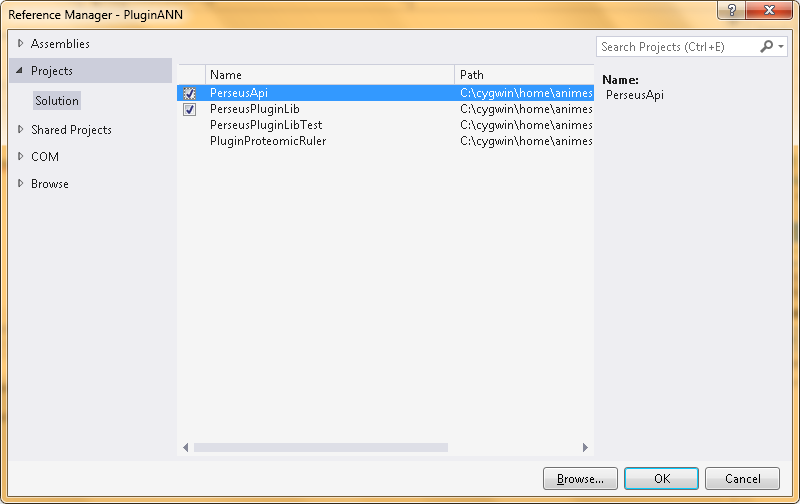


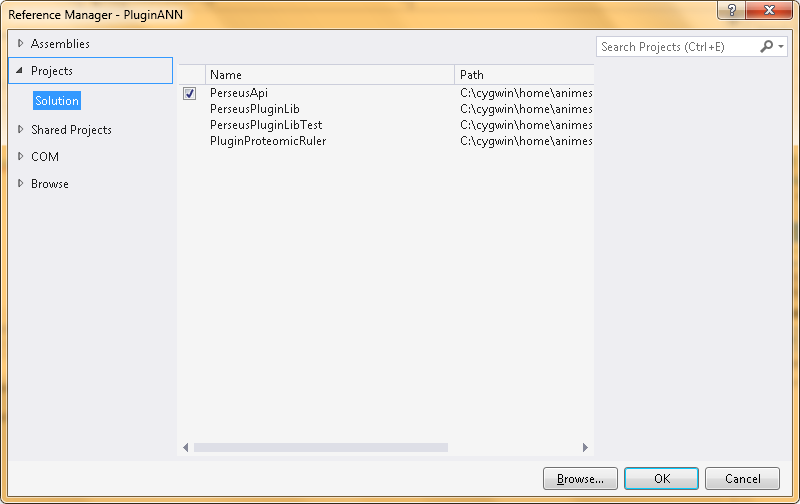
4. add reference



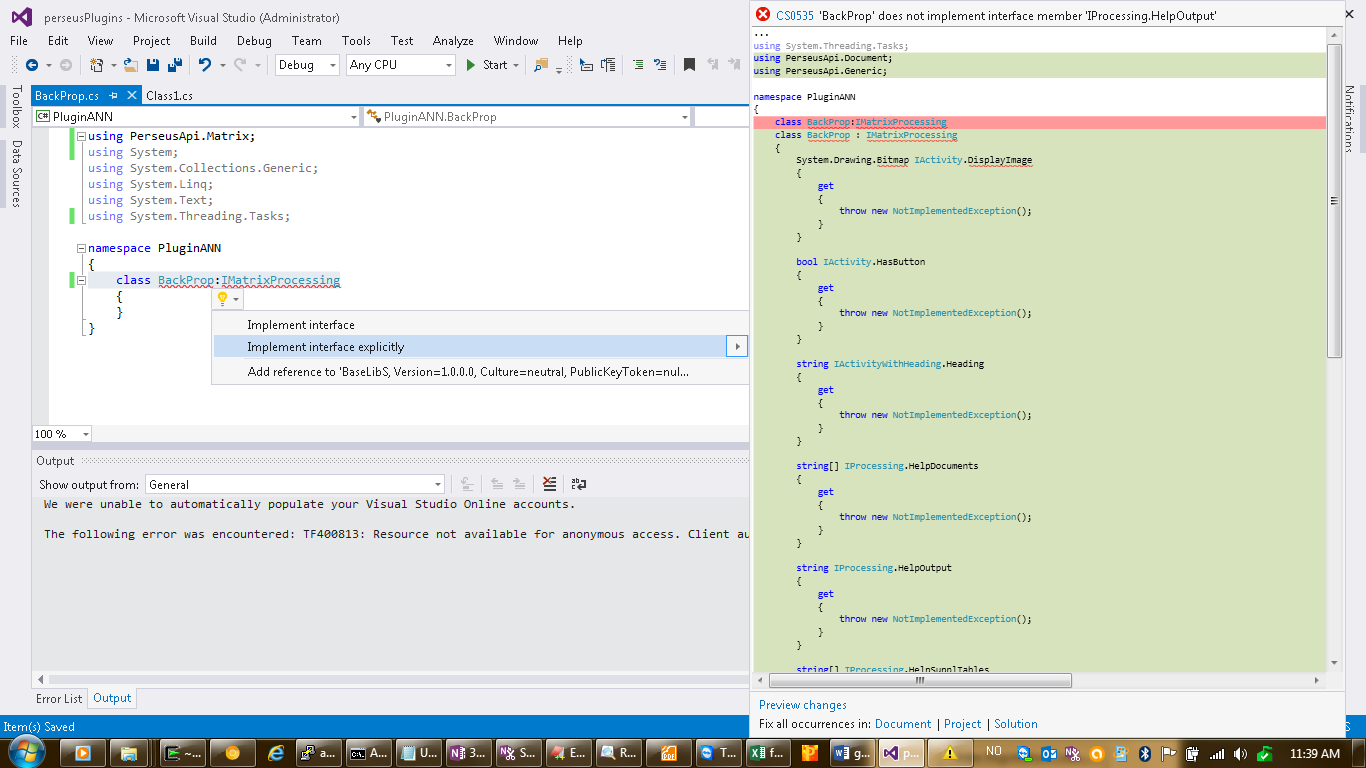
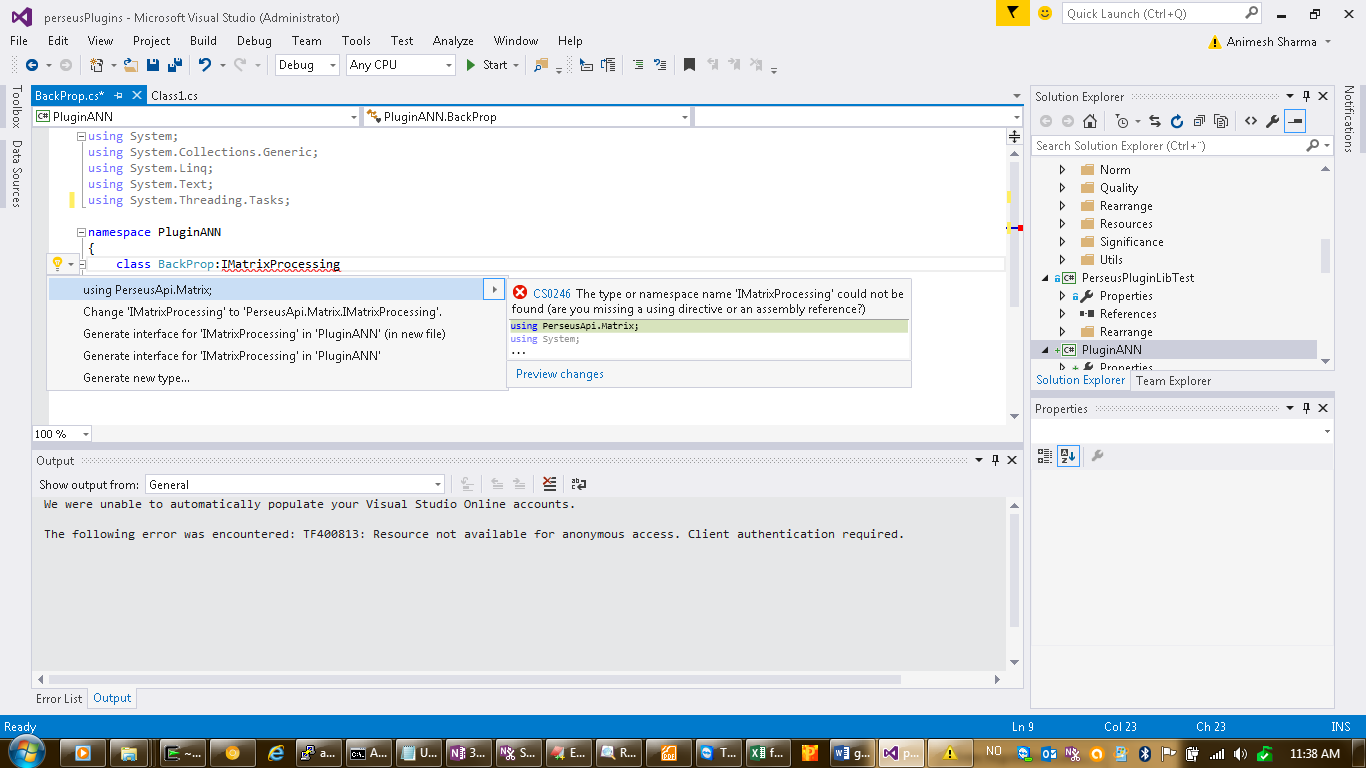








5. create default methods as suggested or copy from existing code, for example <https://raw.githubusercontent.com/animesh/perseus-plugins/master/PluginANN/BackProp.cs> is a simple code with accepts a factor from perseus interface and multiplies all the values from the input matrix by that factor



6. right click on the created class “Plugin<NameofTheModule>” and select “build”

7. copy the created “dll” from the <path-to-solution\bin\Debug\ to <path-to-perseus>\bin\