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# Plugin Framework

proepkes edited this page on Nov 3, 2018 · 21 revisions

## **Preface**

SpeedDate looks for every class that implements the interface **IPlugin** in every dll-file that is inside the executing directory. That means: if you make a separate solution for your plugins, you have to copy the resulting dll-file into the SpeedDate-directory.

### Writing a custom Plugin

Plugins extend the functionality of the server. For every server-plugin there should exist a corresponding client-plugin to access the server-functionality. It is good practice to place server- and client-plugin-classes into separate projects.

#### Create a Server-Plugin

Create a new class that inherits from SpeedDateServerPlugin:

```
class ExampleServerPlugin : SpeedDateServerPlugin
{
}
```

### Create a Client-Plugin

Create a new class that inherits from SpeedDateClientPlugin:

```
class ExampleClientPlugin: SpeedDateClientPlugin
{
}
```

#### Overwrite "Loaded"-method

ServerPlugins have access to the field **Server** and ClientPlugins have access to the field **Client** to register message-handlers or subscribe to their events. Any fields that are injected by the [Inject]-attribute will not be initialized before **Loaded** was called, so do **NOT** use them in the constructor. **It is good practice to avoid any constructor-logic for plugins**.

Example for a ServerPlugin:

```
public override void Loaded()
{
    Server.PeerConnected += ServerOnPeerConnected;
}
```

#### Reference to other plugins

If the plugin requires to call methods from other plugins (for example: AuthenticationPlugin requires methods from the DatabasePlugin), you can simply add the field with the [Inject]-Attribute:

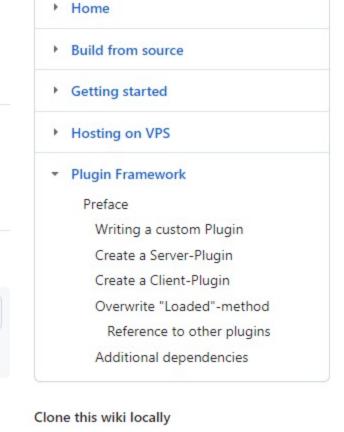
```
[Inject] private readonly AuthPlugin _auth;
```

#### Additional dependencies

If, for example, the plugin should write log-entries, simply add the following line to the plugin and SpeedDate will handle the rest for you:

```
[Inject] private ILogger logger;
```

Please note that properties are injected **after** the constructor was called.



https://github.com/proepkes/SpeedDat

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