Create Plugin (Single Interface)

Introduction

This document explains how to create a single interface plugin for Open Store v4.

You need to have Visual Studio and the VS template for the OpenStore Plugin template ("OS_PluginTemplateSI").

https://github.com/openstore-ecommerce/OS_PluginTemplateSI/releases

Create Project

Create a new project in VS using the "OS_PluginTemplateSI" VS project template.

USE case match on next replace operation:
Rename ALL instances of "os_plugintemplatesi_" with "new gateway name_" (IMPORTANT: for this replace make sure you use LOWERCASE) **NOTICE: "_" on the end of this replacement.
If you forget the case sensitive replacement, it's easier to start again.

Rename ALL instances of "OS_PluginTemplateSI" with "new gateway name" (Turn off match case).

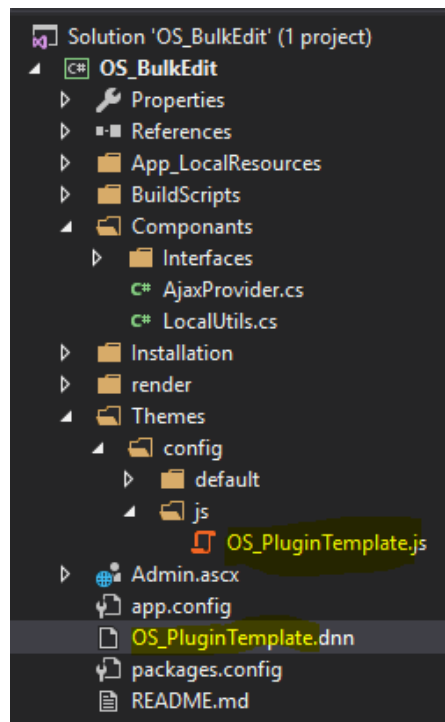Ensure the xml ctrl field in the "plugin*.xml" file is the lowercase "new gateway name".
`<ctrl update="save">lowercase</ctrl>` This should match the replacement above (without "_").

Make sure the ajax provider in "admin.cshtml" is in lowercase.

```
<input id="ajaxprovider" type="hidden" value="xxxxxxxxxxxxxxxxxxxxxxx" />
```

Rename files and project to match new gateway.

You should be able to compile now.

Add to OpenStore Menu

The payment gateways are added to the OpenStore admin menu via the plugin interface. The easiest way to add a plugin is to copy the "pluginconfig.xml" of the project into the "\DesktopModules\NBright\NBrightBuy\Plugins" folder, then go into the OpenStore BO>Admin>Plugins and the plugin will be automatically added to the menu. You can also create the plugin manually through the plugin page if you want to.

NOTE: If you create the plugin manually you can use the XML field to get a copy of the XML required to create a pluginconfig.xml file.