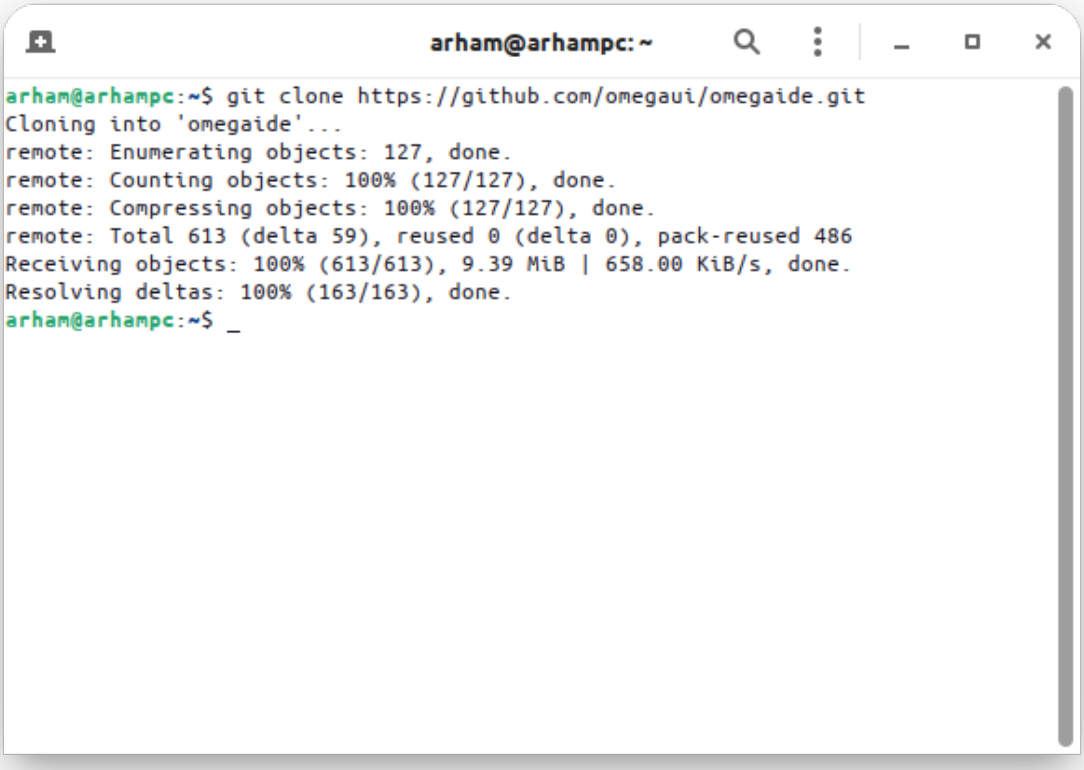
Creating a plugin for Omega IDE

This tutorial will guide you how to create a plugin for plugin for omega ide.

In this tutorial we will create a simple helloworld plugin

First step is to clone the omega ide repository from github

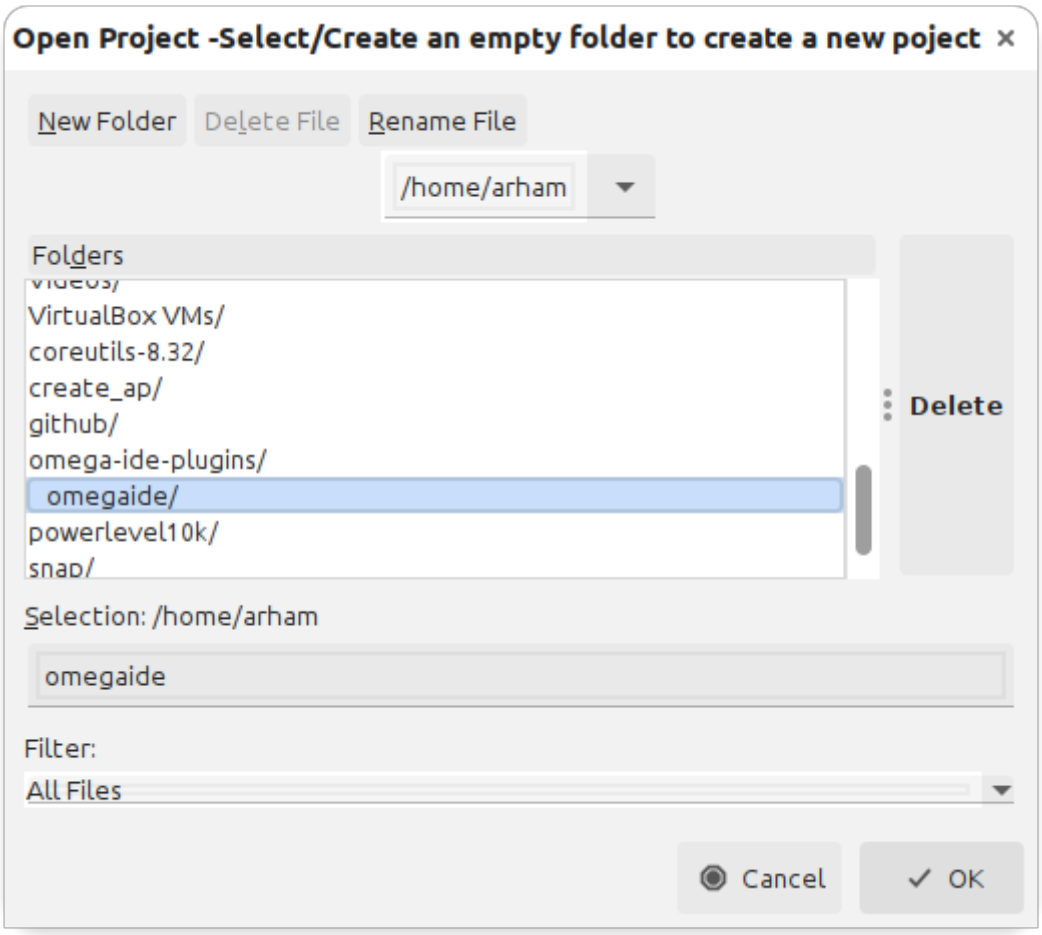


using this command visible in the terminal

git clone https://github.com/omegaui/omegaide.git

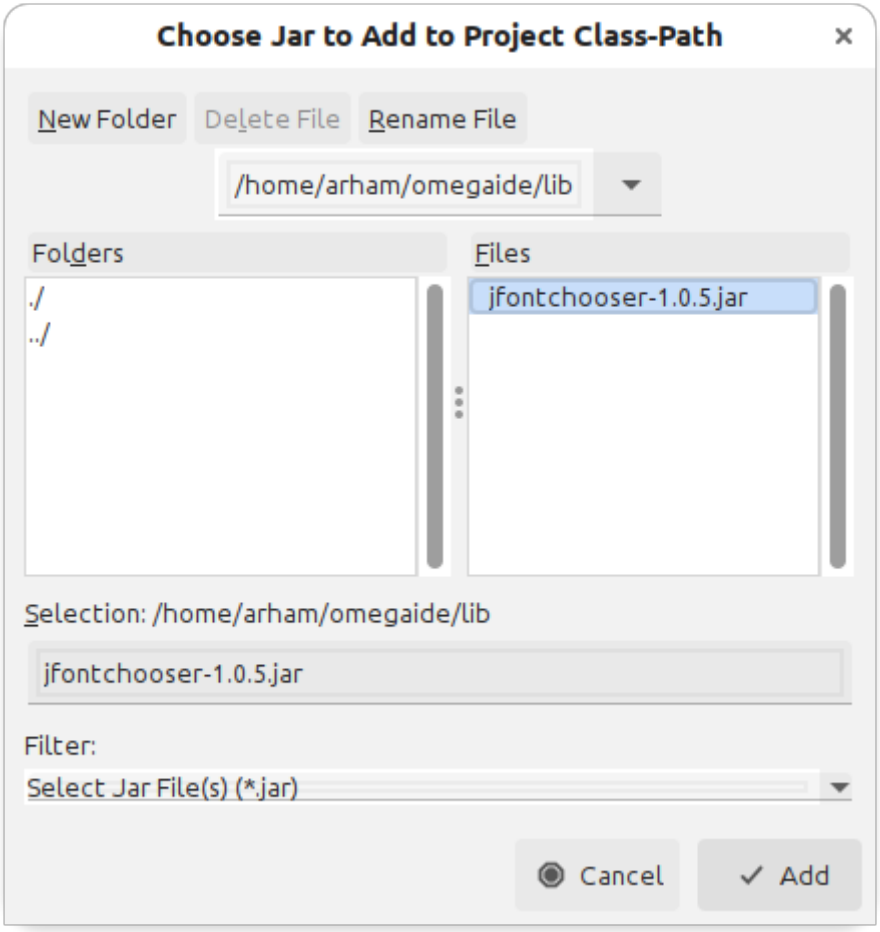
Now its time to write the plugin:

Open Omega IDE and Open omegaide folder as the project folder,

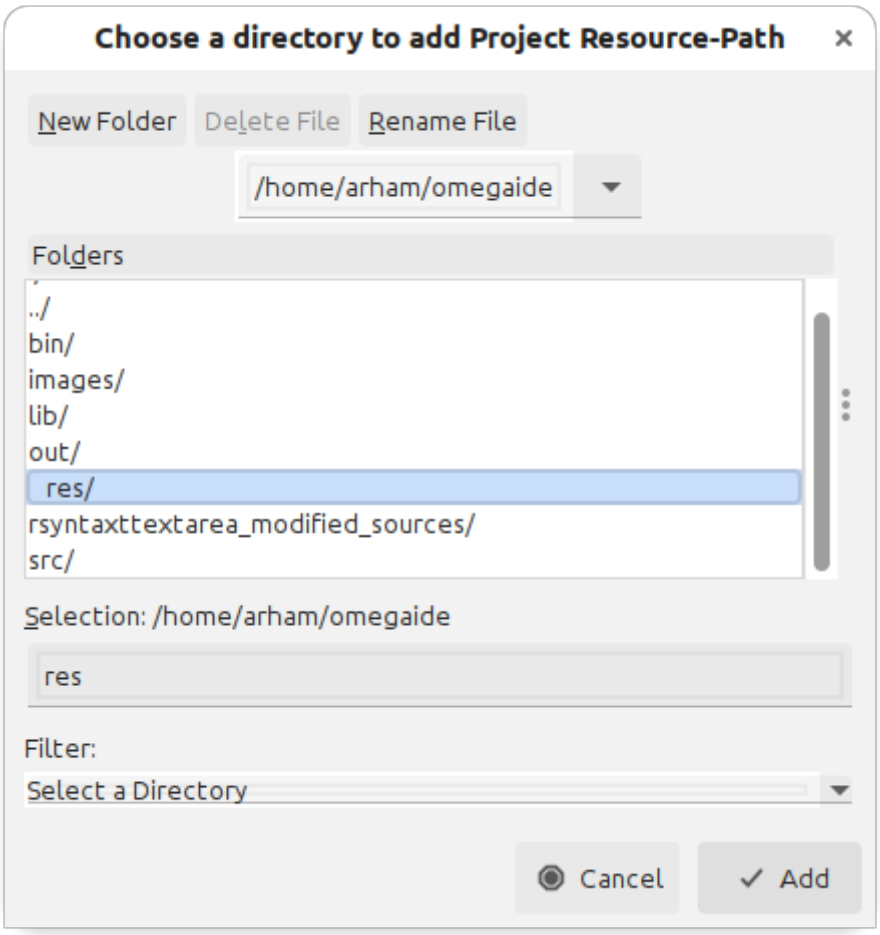


After Opening the project setup the classpath, Click Project Tab and click Manage Class-Path

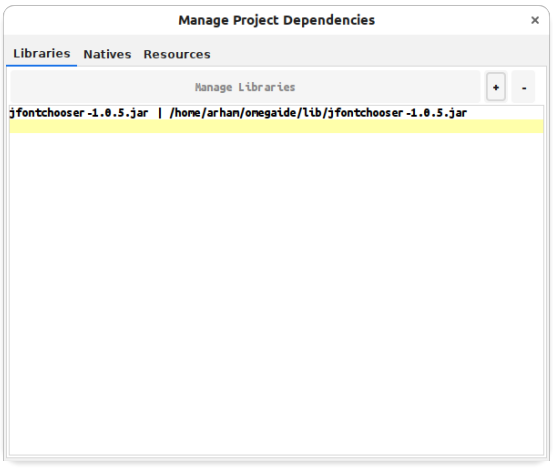
And in the Libraries Tab, Click ‘+’ button and add the jfontchooser-versionX.jar file.

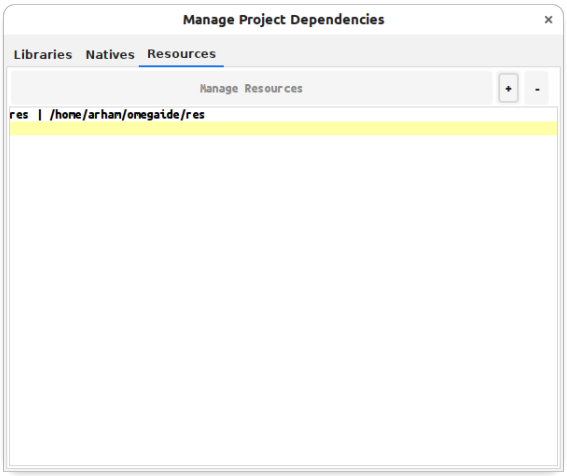


And in the Resources Tab, Click ‘+’ button and add the res folder of omegaide.



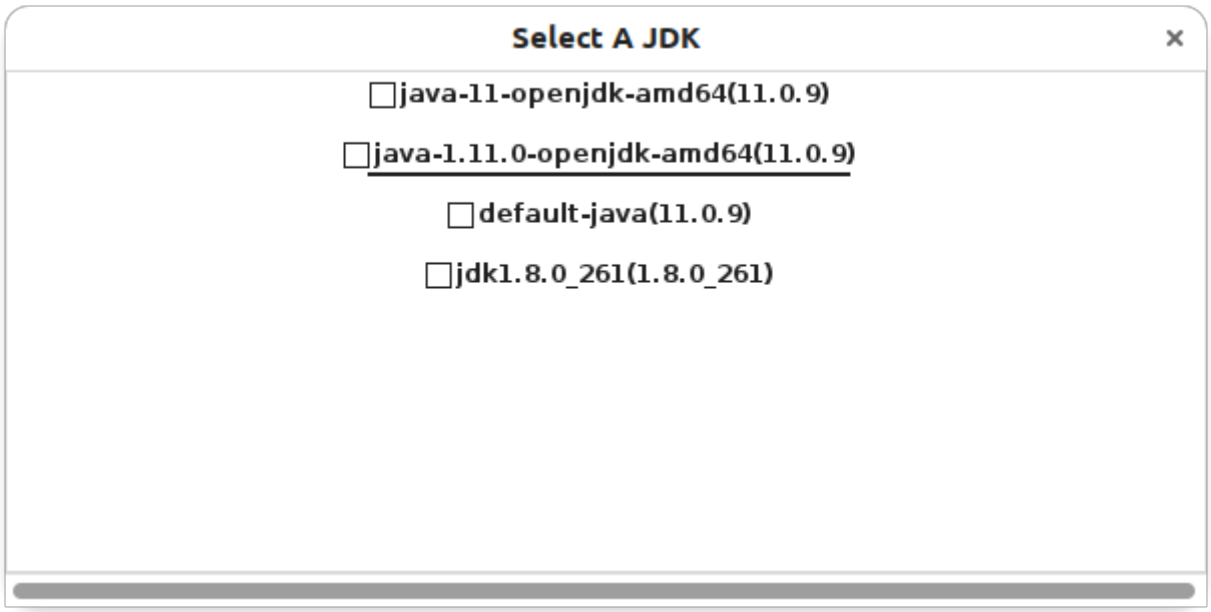
After adding, the Libraries and Resources Tab will look like this,





Now set up the JDK,

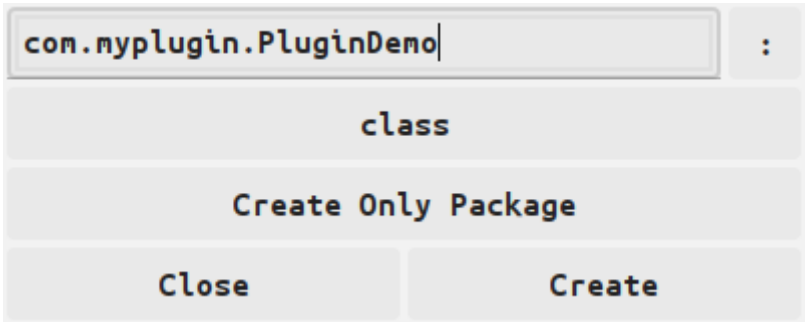
Choose your respective JDK and click apply,



Now the project is ready to be build,

Lets create our helloworld plugin,

create a class (see the image below),



Every Plugin will implement plugin.Plugin class, just write ideplug and press TAB key, this will generate all the methods needed.

```
package com.myplugin;
import plugin.*;
public class PluginDemo implements Plugin{
	@Override
	public void init(){

	}
	@Override
	public void enable(){

	}
	@Override
	public void disable(){

	}
	@Override
	public BufferedImage getImage(){
		return null;
	}
	@Override
	public LinkedList<BufferedImage> getImages(){
		return null;
	}
	@Override
	public String getName(){
		return "";
	}
	@Override
	public String getAuthor(){
		return "";
	}
	@Override
	public String getVersion(){
		return "";
	}
	@Override
	public String getDescription(){
		return "";
	}
	@Override
	public String getCopyright(){
		return "";
	}
}
```

Now in the init() method write:
System.out.println(“HelloWorld”);

And in the getName() method :
return “Plug Tutorial”;

Likely, return respective strings from the method. Do not change the methods getImage() and getImages().

To see what these method meant open plugin.Plugin file in the editor, it has all the documentation.

```
package plugin;
/*
 * If you want to create a plugin for Omega IDE.
 * See the tutorial pdf
*/

public interface Plugin {
     void enable(); // Called when the user enables the plugin
     void disable();// Called when the user disables the plugin
     void init(); // For initializations, called when IDE starts (not if the plugin is disabled)
     default ide.Screen getIDE(){// Returns IDE's instance which has access to every object in the application, for finding what it can access see access.txt
          return Omega.IDE.screen;
     }
     /*plugin's information to be displayed in the plugin manager*/
     java.awt.image.BufferedImage getImage();// To get plugin's icon must be 32x32 pixels in size
     java.util.LinkedList<java.awt.image.BufferedImage> getImages();// To get plugin's screenshots or working images if any
     String getName();// To get plugin's name
     String getVersion();// To get plugin's version e.g v1.1, vRolling
     String getDescription();// To get plugin's description
     String getAuthor();// To get plugin's author name
     String getCopyright();// To get plugin's copyright details
}
```

After modification the PluginDemo class will look like,

```
package com.myplugin;
import plugin.*;
public class PluginDemo implements Plugin{
	@Override
	public void init(){
	    System.out.println("HelloWorld");
	}
	@Override
	public void enable(){

	}
	@Override
	public void disable(){

	}
	@Override
	public BufferedImage getImage(){
		return null;
	}
	@Override
	public LinkedList<BufferedImage> getImages(){
		return null;
	}
	@Override
	public String getName(){
		return "Plugin Tutorial";
	}
	@Override
	public String getAuthor(){
		return "Me";
	}
	@Override
	public String getVersion(){
		return "v1.0";
	}
	@Override
	public String getDescription(){
		return "Its a demo plugin";
	}
	@Override
	public String getCopyright(){
		return "None!";
	}
}
```

Now click the build button.

After building the project.

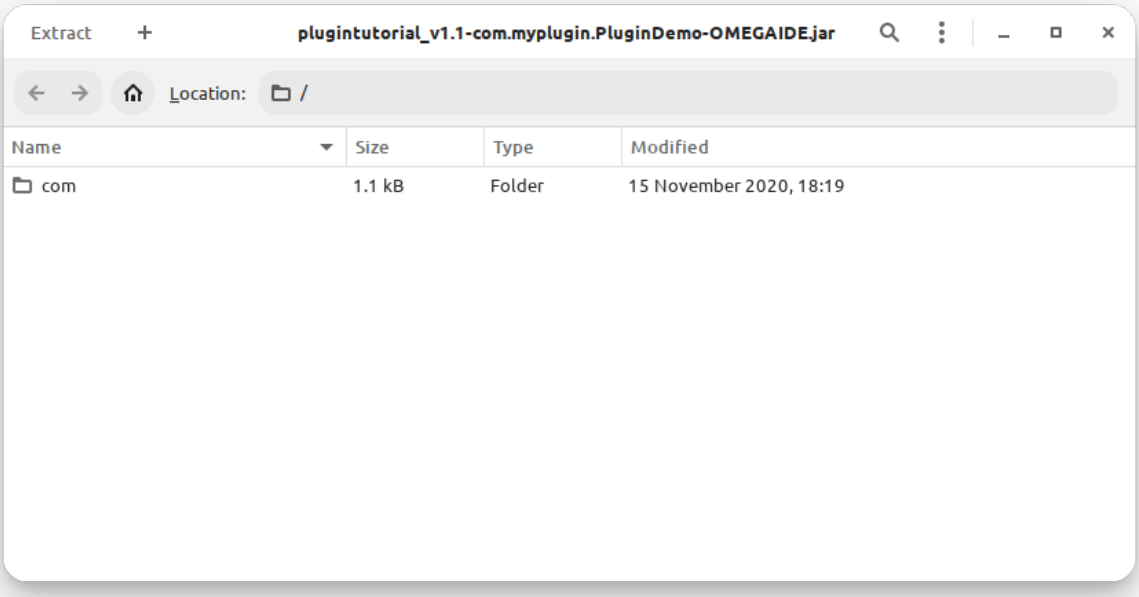
Create an empty archive named like:

pluginname_version-mainClass-OMEGAIDE.jar

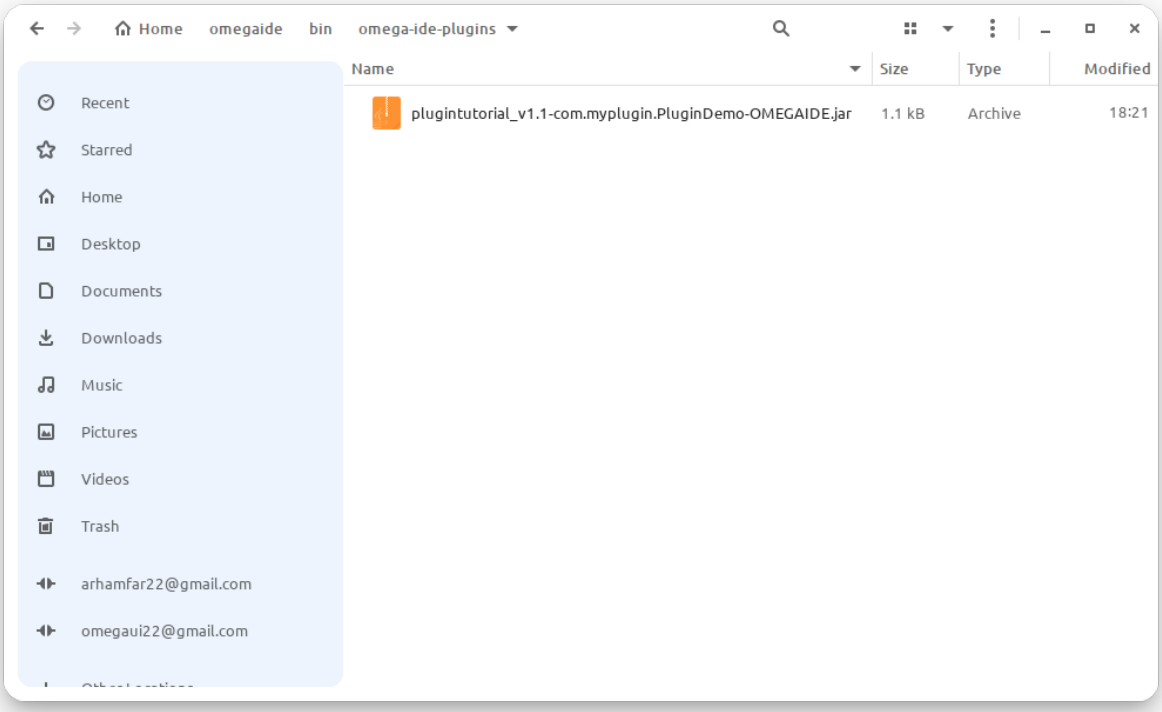
In our case its name will be:

plugintutorial_v1.1-com.myplugin.PluginDemo-OMEGAIDE.jar

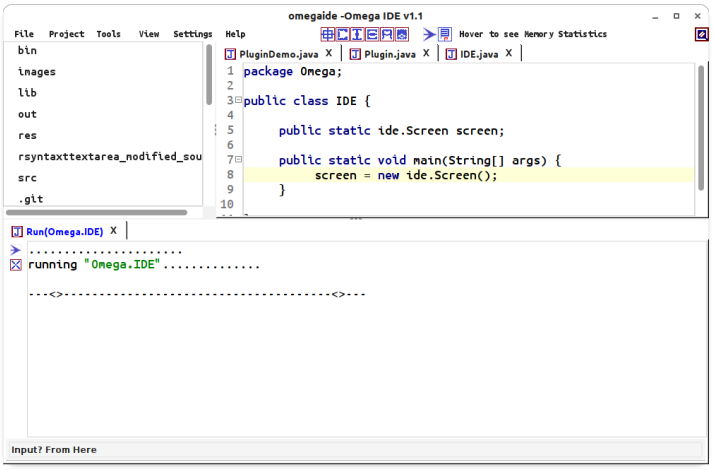
Now open the bin directory of the project in a file manager and copy the contents of com folder to the jar file



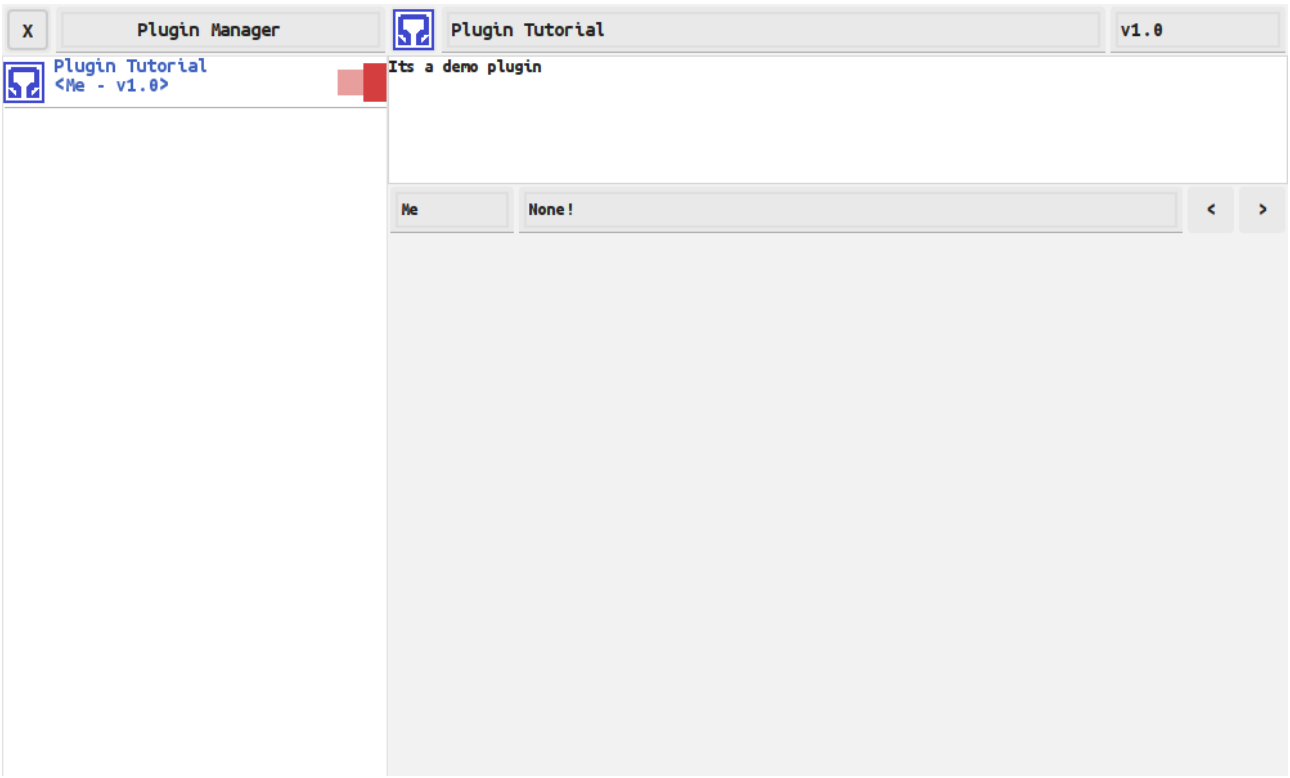
Now create a folder named omega-ide-plugins inside the bin directory and copy you jar file to there.



Now this time in Omega IDE run the class Omega.IDE as the main class.



This will launch an instance of Omega IDE,
Now in this instance, Accept the start license and Open any project or create a new project so that the main window pops up,
Open Plugin Manager now you can see your plugin listed there.



Congrats! You created your first plugin for omega ide.

So this way you can create a plugin for omega ide.

To publish it in the official Plugin Store,

email me your plugin at omegaui22@gmai.com or open an issue on this repository https://github.com/omegaui/omegaide-plugins

After reviewing your plugin it will be included the plugin store of Omega IDE.