Create Plugin for Open Store v4

Introduction

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

You need to have Visual Studio and the VS template for the Open Store\_Plugin template (“OS\_PluginTemplate”).

<https://github.com/Open-Store-Project/OS_PluginTemplate/releases>

# Create Project

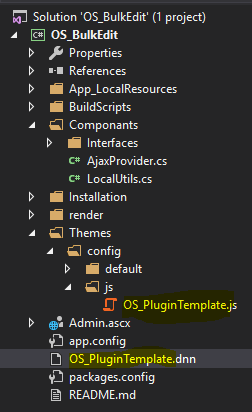
Create a new project in VS using the “OS\_PluginTemplate” VS project template.

**USE case match on next replace operation:**  
Rename ALL instances of “os\_plugintemplate\_” 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.**

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 “\_”).

Rename ALL instances of “OS\_PluginTemplate” with “new gateway name” (Turn off match case).

Rename files and project to match new gateway.



You should be able to compile now.

# Add to Open Store Menu

The payment gateways are added to the Open Store 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 Open Store 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.