

# A Developers Guide to Earth Plugins

## What do I need to know before I develop a plugin for Earth?

The following are the pre-requisites for developing a plugin for Earth:

- Ruby - the language
- Rails - the fundamentals of the framework
- Earth - installed on a server some where

## Right, I got all of them, what do I do now?

One word- “code”.

Every Earth plugin must contain the following lines of codes:

```
class MyPlugin < EarthPlugin

  # required for all plugins
  @status_info = "Mr Bogus is waking up..."
  @logger = nil

  def status_info
    @status_info
  end

  def status_info=(status_string)
    @status_info = status_string
  end

  def self.plugin_name
    "MyPlugin"
  end

  def self.plugin_version
    007
  end

  def logger=(logger)
    @logger = logger
  end

  def logger
    @logger || RAILS_DEFAULT_LOGGER
  end

  ...
end
```

The following are the description for each standard methods:

- **status\_info** These methods are accessors to the status of the plugin to be reported back to the daemon. The one with an “=” sign is to set the status info.
- **self.plugin\_name** The name of the plugin. It must be the same as name used during installation.
- **self.plugin\_version** The version of the plugin. It must be the same as the version used during installation.
- **logger** These methods are accessors to the daemon’s log file writer. It allows the plugin to write to the daemon’s logger.

After this, it is your own codes.

**I have finished my plugin, how do I install and test?**

Sorry, please stay tuned. The installation flow has not been established yet.