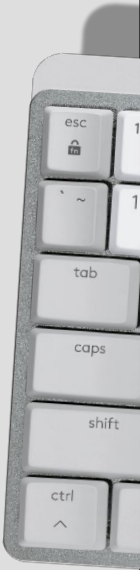


Creating Plugins for the Logi MX Creative Console

Oct 19-20 Hsinchu





SHORTCUT TO MASTERY

MX CREATIVE CONSOLE



logi



MX CREATIVE KEYPAD

INSTANT TOOLS ACCESS AT YOUR FINGERTIP

9 display keys

Visual feedback

Fully customizable

2 paging buttons

Up to 15 pages of actions per app

MX CREATIVE DIALPAD

TACTILE CONTROL OF ADJUSTMENTS AND NAVIGATION

CONTEXTUAL DIAL

To seamlessly adjust infinite parameters

FLUID ROLLER

To smoothly zoom in & out

CUSTOMIZABLE BUTTONS

To trigger your most regular actions,
such as undo/redo



ADOBE NATIVE PLUGINS

CLOSE ADOBE COLLABORATION FOR AN ENHANCED EXPERIENCE



DEEP PLUGIN INTEGRATION

6 native Adobe plugins
14+ other application plugins



Adobe Creative Cloud

3 MONTHS MEMBERSHIP INCLUDED

Adobe Creative Cloud all apps
For new and existing users



LOGI OPTIONS+ FUTURE-PROOF UNLEASHED CAPABILITIES

DEVICES CONFIGURATION

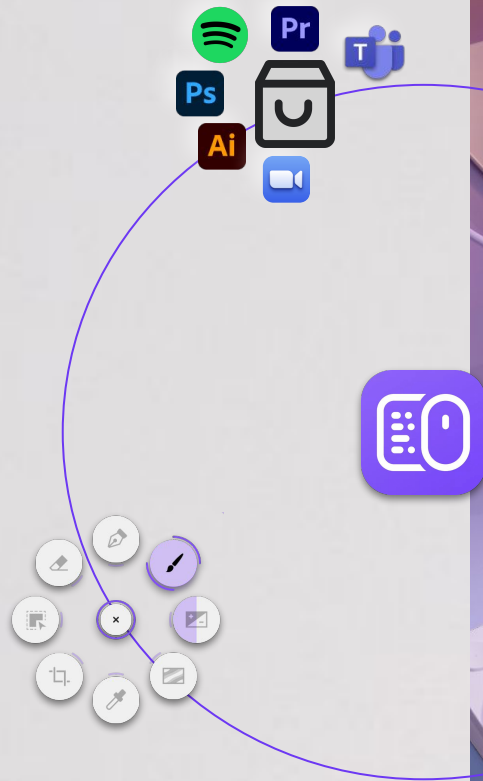
customize your device your way and create application profiles

LOGI MARKETPLACE

evolving platform to download new plugins, icon packs, recommended profiles and more

ADVANCED SOFTWARE FEATURES

bring your workflow to the next level with Logi Actions Ring



What is needed to develop a plugin?

1. Logi MX Creative Console
2. [Logi Options+](#)
3. [.NET SDK 8](#)
4. [The Logi Plugin Tool](#)
5. An IDE (Visual Studio on Windows) or programming editor (VS Code on Mac)

Steps to create a plugin

1. Install Logi Options+
2. Attach MX Creative Console and finish onboarding
3. Install SDK and prerequisites
4. Create a new plugin
5. Build the plugin and try it in Options+
6. Start modifying the plugin
7. Iterate

Demo time!

Useful links

[Technical Documentation for Hackathon](#)

[Example plugins for the SDK](#)

[Additional example plugin: Sketch](#) (with WebSocket connection)

Good luck and have
fun!