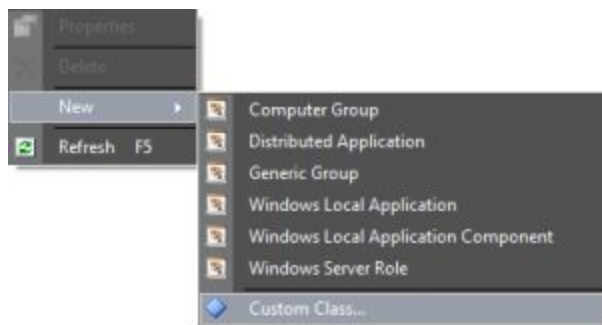# C-MP-1C : Creating our Custom Class
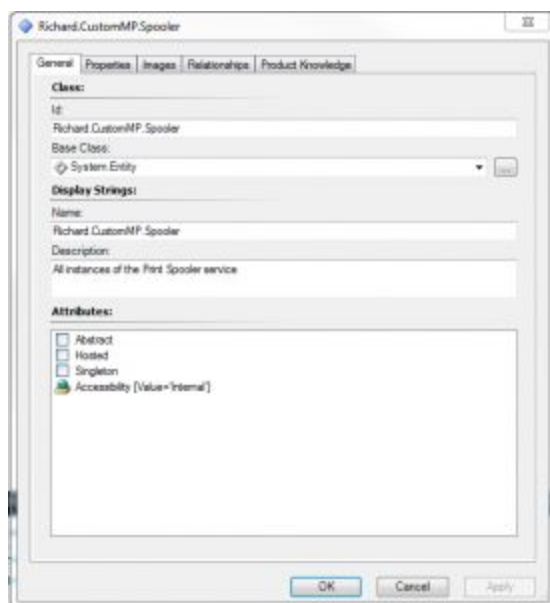
In my last post I went through the process of deciding what properties I would like in my custom class, this post will show you how to create that class.

The first thing you need to do is open up the authoring console (if you don't have it installed you can find the install files on the SCOM install disk). In the console choose File -> New, select Empty Management Pack and give it the name Richard.CustomMP (or supplement your name in) then click Next. Complete the name and description for your MP and click Create to finish. Now would be a good time to save this pack.
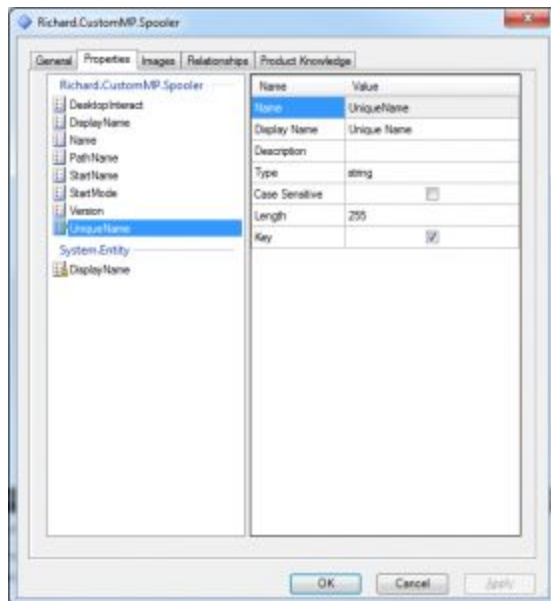
Once the pack has been created click on the Service Model tab and then on Classes. Click anywhere in the right hand pane and choose New -> Custom Class.

In the popup that appears, give the class the name Richard.CustomMP.Spooler and click OK to create it. Complete the general tab as per the image below.

Now click on the Properties tab and add in all the properties defined in the last post, ensuring that you set the UniqueName property as the class's key (this is used to uniquely identify an instance of a class). Once done you should have a screen looking something like the one below.

If you would like to feel free to add in some images for your class (a bit better than the generic one M$ uses), when happy with the class click OK to create it. Save the MP.

That's all there is to creating a custom class, in my next post I will explain what a hosting relationship is in SCOM terms and we will create one for our Richard.CustomMP.Spooler class.