**The instructions below are provided to facilitate the creation of a subproject within GOPluginProject solution that allows the development of custom GOPlugins**

**Step 1: Initialize plugin project**

* If you have plugin SDK as a zip file extract it to a folder
* Open the folder and open the GOPluginProject.sln file (with Visual Studio 2013+)

**Step 2: Create plugin subproject**

* **RESTRICTION**: For now a plugin project must contain **ONLY** one plugin.
* Open the solution explorer
* From the solution explorer select folder *Windows8* for Windows 8 plugin or *WindowsPhone* for Windows Phone 8 plugin
* Right click at the selected folder and 'Add' --> 'New Project'
* Select 'Class Library(Windows)' template for Windows 8 or 'Class Library(Windows Phone)' template for Windows Phone 8.
* Fill the 'Name'. For this example will use *MyPlugin*.
* The location of the project must be under folder <YourPath>\GOPlugin\Windows8 for Windows 8 or <YourPath>\GOPlugin\WindowsPhone8 for Windows Phone 8

**Step 3: Set project references**

**Windows 8**

Add *PluginSDKWin8* & *MyToolkit* references

* Right click at *References* and select *Add Reference*
* Select *Browse* and browse to the directory that exists at the root level of the solution directory *SDK\Win8* and select *MyToolkit.dll* and *PluginSDKWin8.dll*

**Windows Phone 8**

Add *PluginSDKWP8* reference

* Right click *References* and select *Add Reference*
* Select *Browse* and browse to the directory that exists at the root level of the solution directory *SDK\WP8* and select *PluginSDKWP8.dll*

**Step 4: Add initialization code**

* Right click on project *MyPlugin* ,select *Add* , *New Item* and choose *Class* from the list of items
* Add name to the Class (e.g. *MyContactsPluginAction*)
* The Action class of the *MyContactsPluginAction* must set a constructor as shown below

**Windows 8**

public MyContactsPluginAction(MyToolkit.Paging.Page page, Windows.UI.Xaml.Controls.WebView webBrowser)

: base(page, webBrowser)

{

}

**Windows Phone 8**

public MyContactsPluginAction(Microsoft.Phone.Controls.PhoneApplicationPage page, Microsoft.Phone.Controls.WebBrowser webBrowser)

: base(page, webBrowser)

{

}

* The Action class of the *MyContactsPluginAction* must implement the *GOPluginAction* interface and override the following method:

**Windows 8**/**Windows Phone 8**

public override void execute(string action, string parameters, string callback)

{

}

* Right click on project *MyPlugin* and select *Add* and *New Item*
* Add name to the class (e.g. *MyContactsPlugin*)
* The *MyContactsPlugin* class must contain the constructor

**Windows 8**

public MyContactsPlugin(MyToolkit.Paging.Frame frame)

: base(frame)

{

}

**Windows Phone 8**

public MyContactsPlugin(Microsoft.Phone.Controls.PhoneApplicationFrame frame)

: base(frame)

{

}

* The *MyContactsPlugin* class must implement the *GOPlugin* interface and override the following methods:

**Windows 8**/**Windows Phone 8**

public override void Application\_Launching()

{

}

public override void Application\_Activated()

{

}

public override void Application\_Deactivated()

{

}

public override void Application\_Closing()

{

}

**Step 5: Add *‘Plugins.xml’* entry and add *‘Plugin.xml’***

1) To be able to test the specific plugin go to *GOPluginProjectWin8*(**Windows8**)/*GOPluginProjectWP8*(**WindowsPhone8**) project add the xml node info of the plugin to the node *plugins* of *‘plugins.xml’* file as shown below

<?xml version="1.0" encoding="utf-8" ?>

<plugins>

...

...

...

<plugin>

<platform>Windows8/WindowsPhone8</platform>

<description>Get contacts</description>

<version>1.0.0</version>

<assembly>PluginExampleWin8</assembly>

<name>Contacts plugin</name>

<class>PluginExample.ContactsPlugin</class>

<action>PluginExample.ContactsAction</action>

<startup>onDemand</startup>

</plugin>

...

...

...

</plugins>

2) Also add *‘Plugin.xml’* file under the project *MyPlugin*.

<?xml version="1.0" encoding="utf-8" ?>

<plugin>

<platform>Windows8/WindowsPhone8</platform>

<description>Get contacts</description>

<version>1.0.0</version>

<assembly>PluginExampleWin8</assembly>

<name>Contacts plugin</name>

<class>PluginExample.ContactsPlugin</class>

<action>PluginExample.ContactsAction</action>

<startup>onDemand</startup>

</plugin>

**Note:** Currently Plugin.xml **MUST** contain only one plugin.

**Step 6: Build and run**

The *MyPlugin* project can now be built and run. If everything has been configured appropriately, the runtime must be selected and ready to run.

* Build solution. Right click at solution from solution explorer and select 'Rebuild' solution
* Select startup project  
     **Windows 8**  
     From solution explorer right click at Windows8\GOPluginProjectWin8 and select 'set as startup project'  
  **Windows Phone 8**  
     From solution explorer right click at WindowsPhone\GOPluginProjectWP8 and select 'set as startup project'

For further instructions on how to build plugins and plugin actions, please consult the [Windows Plugin Development](http://192.168.0.213:8090/display/GOAP/Windows+Plugins) document.