1. BaseObject class

The lowest level object for all classes. This object has no properties and provides overridable Create and Destroy methods that do nothing.



* 1. Properties

None

* 1. Methods
     1. Create

Overridable. Does nothing

* + 1. Destroy

Overridable. Does nothing

* 1. Public utilities:
     1. Implementation Error

If no error exists coming in, throws a 5001: Override Error is an an abstract class that needed to be overridden gets called. This should be used for any base class methods that must be overridden.

* + 1. GetPathToClass

Some classes have a configuration file (such as a .ini file), given the path to the configuration file, this will read the section [Path to Class], key value Path and return the path to the class file to be loaded.

* + 1. LoadClassFromFile

Given the path to the class file, this gets the default value of the class then casts the generic class reference input to the more specific class reference from the class file.

1. BasePlugin Class

Inherits from the BaseObject class, this provides a base class for all plugin base classes to be derived from it. Create and Destroy methods override the BaseObject class methods but still do nothing.



* 1. Properties
     1. path::PluginIniFilePath

Path type that provided the path to the configuration file for the plugin

* 1. Methods

None