npm install -g plugman

**C:\Users\abi\AppData\Roaming\npm\node\_modules\plugman**

**Plugman –platform android –project D:\yuvaraj\cordovaproj\hello –plugin**

**Adding a Plugin**

Once you have installed Plugman and have created a Cordova project, you can start adding plugins to the platform with:

$ plugman --platform <ios|amazon-fireos|android|blackberry10|wp8> --project <directory> --plugin <name|url|path> [--plugins\_dir <directory>] [--www <directory>] [--variable <name>=<value> [--variable <name>=<value> ...]]

Using minimum parameters, this command installs a plugin into a cordova project. You must specify a platform and cordova project location for that platform. You also must specify a plugin, with the different --plugin parameter forms being:

* name: The directory name where the plugin contents exist. This must be an existing directory under the --plugins\_dirpath (see below for more info) or a plugin in the Cordova registry.
* url: A URL starting with https:// or git://, pointing to a valid git repository that is clonable and contains a plugin.xmlfile. The contents of this repository would be copied into the --plugins\_dir.
* path: A path to a directory containing a valid plugin which includes a plugin.xml file. This path's contents will be copied into the --plugins\_dir.

Other parameters:

* --plugins\_dir defaults to <project>/cordova/plugins, but can be any directory containing a subdirectory for each fetched plugin.
* --www defaults to the project's www folder location, but can be any directory that is to be used as cordova project application web assets.
* --variable allows to specify certain variables at install time, necessary for certain plugins requiring API keys or other custom, user-defined parameters. Please see the [plugin specification](https://cordova.apache.org/docs/en/4.0.0/plugin_ref_spec.md.html#Plugin%20Specification) for more information.

**Remove a Plugin**

To uninstall a plugin, you simply pass the --uninstall flag and provide the plugin ID.

$ plugman --uninstall --platform <ios|amazon-fireos|android|blackberry10|wp8> --project <directory> --plugin <id> [--www <directory>] [--plugins\_dir <directory>]

**Help Commands**

Plugman features a global help command which may help you if you get stuck or are experiencing problems. It will display a list of all available Plugman commands and their syntax:

plugman -help  
plugman  # same as above

**NOTE**: plugman -help may show some additional registry-related commands. These commands are for plugin developers and may not be implemented on third-party plugin registries.

You can also append the --debug|-d flag to any Plugman command to run that command in verbose mode, which will display any internal debugging messages as they are emitted and may help you track down problems like missing files.

# Adding Android battery-status plugin to "myProject":  
plugman -d --platform android --project myProject --plugin org.apache.cordova.battery-status

Finally, you can use the --version|-v flag to see which version of Plugman you are using.

plugman -v

**Registry Actions**

There are a number of plugman commands that can be used for interacting with the [Plugin registry](http://plugins.cordova.io/). Please note that these registry commands are specific to the *plugins.cordova.io* plugin registry and may not be implemented by third-party plugin registries.

**Searching for a Plugin**

You can use Plugman to search the [Plugin registry](http://plugins.cordova.io/) for plugin id's that match the given space separated list of keywords.

plugman search <plugin keywords>

**Changing the Plugin Registry**

You can get or set the URL of the current plugin registry that plugman is using. Generally you should leave this set at[http://registry.cordova.io](http://registry.cordova.io/) unless you want to use a third party plugin registry.

plugman config set registry <url-to-registry>  
plugman config get registry

**Get Plugin Information**

You can get information about any specific plugin stored in the plugin repository with:

plugman info <id>

This will contact the plugin registry and fetch information such as the plugin's version number.

**Installing Core Plugins**

The examples below show how to add plugins as needed so that any Cordova APIs you use in your project still work after you upgrade to version 3.0. For each command, you need to select the target platform, and reference the platform's project directory.

* cordova-plugin-battery-status

plugman --platform --project --plugin org.apache.cordova.battery-status

* cordova-plugin-camera plugman --platform --project --plugin org.apache.cordova.camera
* cordova-plugin-console plugman --platform --project --plugin org.apache.cordova.console
* cordova-plugin-contacts plugman --platform --project --plugin org.apache.cordova.contacts
* cordova-plugin-device plugman --platform --project --plugin org.apache.cordova.device
* cordova-plugin-device-motion (accelerometer) plugman --platform --project --plugin org.apache.cordova.device-motion
* cordova-plugin-device-orientation (compass) plugman --platform --project --plugin org.apache.cordova.device-orientation
* cordova-plugin-dialogs plugman --platform --project --plugin org.apache.cordova.dialogs
* cordova-plugin-file plugman --platform --project --plugin org.apache.cordova.file
* cordova-plugin-file-transfer plugman --platform --project --plugin org.apache.cordova.file-transfer
* cordova-plugin-geolocation plugman --platform --project --plugin org.apache.cordova.geolocation
* cordova-plugin-globalization plugman --platform --project --plugin org.apache.cordova.globalization
* cordova-plugin-inappbrowser plugman --platform --project --plugin org.apache.cordova.inappbrowser
* cordova-plugin-media plugman --platform --project --plugin org.apache.cordova.media
* cordova-plugin-media-capture plugman --platform --project --plugin org.apache.cordova.media-capture
* cordova-plugin-network-information plugman --platform --project --plugin org.apache.cordova.network-information
* cordova-plugin-splashscreen plugman --platform --project --plugin org.apache.cordova.splashscreen
* cordova-plugin-vibration plugman --platform --project --plugin org.apache.cordova.vibration