

## Documentation for MAB Plugin Support (v.0.2)

February 5, 2019

1. There will be a folder in the core structure of MAB called “Plugins”.
2. Each plugin must be added to the “Plugins” folder.
3. Each plugin must be entirely contained within one folder.
  - a. The folder name will be considered the name of the plugin.
  - b. The folder name should be no more than 30 characters in length.
  - c. The folder name should contain only letters (uppercase or lowercase), numbers, spaces, or underscores.
  - d. Within the plugin’s main folder there may be multiple files or other folders.
4. There must be a file named “driver.js” in the first layer of the plugin’s main folder.
  - a. The “driver.js” should execute the plugin’s functionality.
  - b. The naming conventions of other files or folders in the plugin do not matter.
5. The “driver.js” file must require “electron” and “electron.ipcRenderer”
  - a. The ipcRenderer must be used with the “on()” function and a particular String in order to be executed by MAB
  - b. The string mentioned in 5.a must be the same as the name chosen for the plugin’s folder in 3, but converted to lowercase, and with any spaces replaced with underscores (ex. “Code Generation” becomes “code\_generation”).
6. Any files not executed at some point through the “driver.js” file will not be executed by MAB.
7. When MAB is launched, the program will read through the “Plugins” folder.
  - a. Any folders found to contain a “driver.js” file will have the “driver.js” file loaded and made available to the user.
  - b. MAB will not ensure that the plugins work correctly, and will only attempt to execute the plugins provided in the “Plugins” folder.
  - c. This may require a restart of MAB to take effect.
8. The plugins that have been detected and made available by MAB can be viewed by pressing the button labeled “Plugins” on the top toolbar of the MAB GUI.
  - a. The plugins will be shown with the same name given to their respective main folders (as described in 3.a).