Plugins Configuration

Plugins Configuration

On the previous SC version just one type of importers was available (native importers using the mff framework). They were located in the folder ".\Importers". All the other plugins were managed assemblies located in the folder ".\Plugins". During start-up SC was trying to load all dll's from ".\Plugins" as managed plugins even if they were native dll's.

From the current 2.9 version of SceneComposer there will be three types of importer plugins:

- native/mff
- native/scx
- managed/scx

To keep the things well organized, the best options is to have all the plugins in one place. The Plugins.xml fileway allows to distinguish if it is native/managed and for native if it is mff(old)/scx(new).

```
<?xml version="1.0" encoding="utf-8"?>
<Plugins>
<Plugin FileName="EmeraldShaderCompiler.dll"/>
<Importer FileName="MffImporter.dll" IsManaged="false" API="Mff"/>
<Importer FileName="ScxImporter.dll" IsManaged="false" API="Scx"/>
</Plugins>
```

If this file is missing the native/mff importers will loaded from ".\Importers" and the managed plugins will be loaded from the folder ".\Plugins" as it was in the previous versions. If the configuration file is present, only the specified plugins will be loaded. A sample configuration file is delivered with SceneComposer.

Refer also to Starting SceneComposer.

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