1. Plugin Developer Registration

If you are interested in making plugins, start by contacting Susan Metoxen at susan@buzztouch.com. She will register you to make plugins for the market. In addition, she will add you to the plugin developer email list so that you receive important announcements about making plugins.

See also:

Creating, Sharing, and Selling buzztouch Plugins

Testing and Files Checklists

2. Plugin Developer Codes

When you are registered to make plugins, you will be assigned a unique two- or three-digit code. This code is usually your initials or an acronym for your company name. Use this to name all of your plugins.

3. Naming Plugins

It is very important to name your plugin with the naming convention we have established. This avoids the problem of duplicate files with the same name. Every iOS and Android file must start with your plugin developer code, including image files.

Always name your plugin with by starting with your assigned code and with a space before your plugin name, as follows:

WB My Cool Plugin

Even if you have a plugin in process, go back to the **Create New Plugin** button and create a new plugin with this naming convention. Starting with the correct naming convention is essential to assuring that your plugin will work for both Android and iOS, even if your plugin is only for one OS.

When you name the plugin, do it as follows:

Name entered: **WB My Cool Plugin**

This will create a default config file that looks like this:

uniquePluginId: **wb_my_cool_plugin**

display as: **WB My Cool Plugin**

loadClassOrActionName: **Wb_my_cool_plugin**

You may want to change the display name to, "My Cool Plugin". It is optional to include the Plugin Developer Code in the display name.

Note: In the **loadClassOrActionName**, you may also want to change "Wb_my_cool_plugin", to "WB_my_cool_plugin". You may do this, but you must understand that the loadClassOrActionName is integral to the magic that occurs when you download your plugin package. If you change it, you must change it in all places in the config, iOS, and Android, or there will be problems. If your plugin is only on one OS, you still need to change the other OS and test to make sure it doesn't cause errors. If you don't want to do this extra work and testing, then leave the loadClassOrActionName as it is.

4. Plugin Quality Assurance

There are several important steps to assure that plugins released on the market are of high quality.

Step 1: Checklists
See the **Testing and Files Checklists**. These documents will assist you in remembering all of the various details that are necessary for your plugin to work correctly.

Step 2. Developer Testing
Before final release of your plugin, find one or two other plugin developers to test your plugin. Contact Susan@buzztouch.com if you need help finding someone to help you with testing. While this will delay the release of your plugin on the Plugin Market, it will definitely improve your experience as we will be able to find and fix some problems before your plugin goes out to the general users. While this adds a layer to the work, it reduces downstream service work on your plugins. Plugin developers who assist with testing will receive the self-hosted version of the plugin for free.

Step 3: Developer Final Approval
In addition, if Buzztouch makes changes to your plugin in its review process, we will return it to you for final approval. At that point you should load up the plugin into your self-hosted server and test it one more time in an app to make sure that everything looks the way you want it before you give me your final approval.

Please contact susan@buzztouch with any questions. Thank you for your interest in the plugin market!