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Thread: [Creating a plugin system](#)

OmegaCode - May 3, 2016, 7:54 am

So yeah, I'm trying to build an application(for personal use) which will have a number of different uses(password manager, proxy scraper, some other stuff). Anyways, I want to create a base application which handles the login and session management, and uses a plugin system for its other uses.

This is what I've figured out so far

Base app with login and local storage of data

Plugins folder to load dll's from(

<https://code.msdn.microsoft.com/windowsdesktop/Creating-a-simple-plugin-b6174b62>)

What I'm stuck with :

1. How do I add the functionality(ex. Password Manager-app specific controls to the main form? supposingly in a new tab)
2. Enable/Disable plugins from the main app.

Trying to delve into the deeper sections of C#, thanks for any help

pr0t0typ3 - May 3, 2016, 4:32 pm

<http://stackoverflow.com/questions/18362368/loading-dlls-at-runtime-in-c-sharp>

This article covers most of your questions.

You need to create two separate assemblies and then dynamically load the 'plugin' into the main application on runtime.