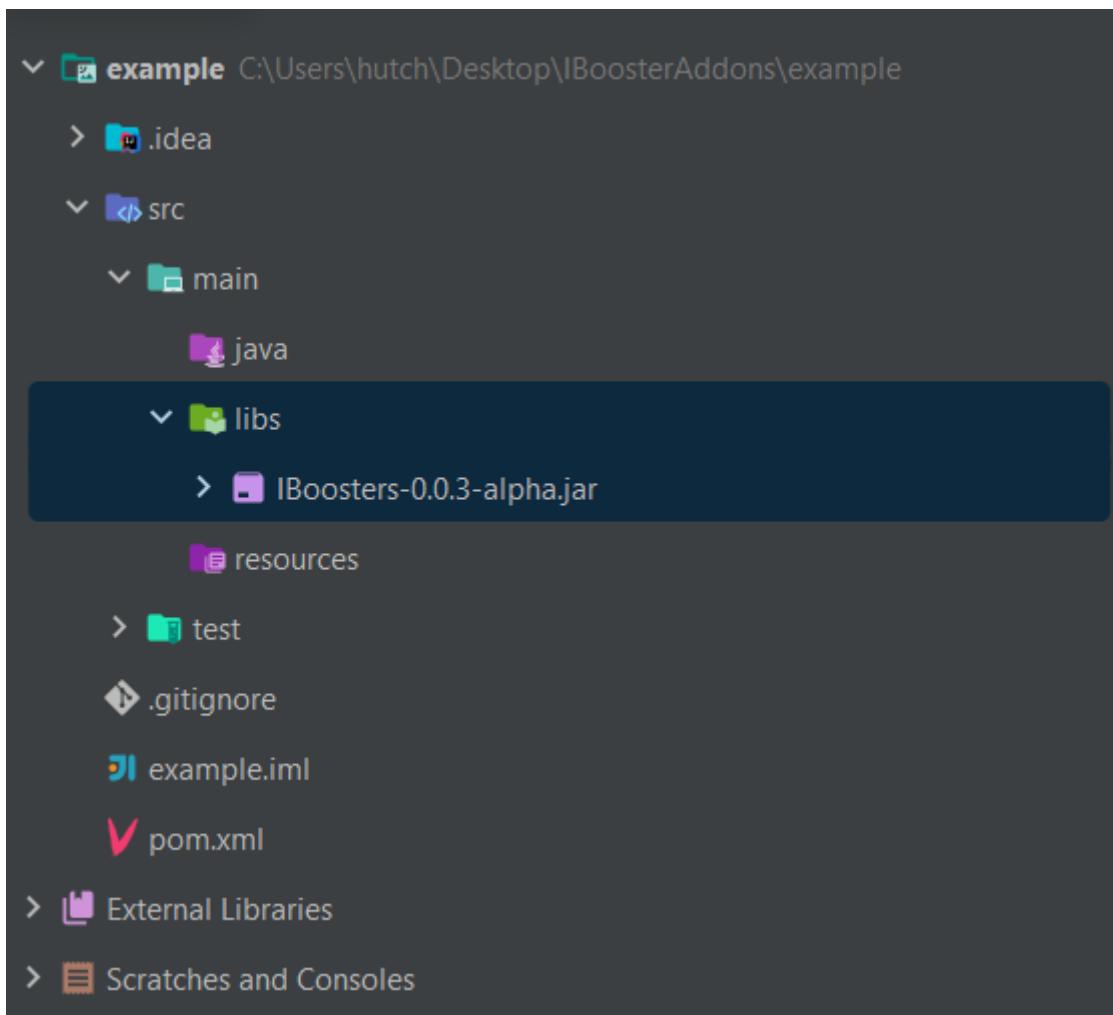


Creating an Addon

Assuming you have already created your empty project, you will be required to create a new directory

called `libs` by right-clicking your `main` folder and clicking `New -> Directory`.

Cope and paste your IBoosters JAR file into that new folder.



Adding InsurgenceBoosters as a dependency

Add the below dependencies to your pom.xml file; replace `{JAR- NAME}` with the name of your IBoosters JAR file. A reference to the Spigot API is also included.

```

<dependencies>
    <dependency>
        <groupId>org.insurgencedev</groupId>
        <artifactId>IBoosters</artifactId>
        <version>LATEST</version>
        <scope>system</scope>
        <systemPath>${project.basedir}/src/main/libs/{JAR-NAME}</systemPath>
    </dependency>
    <dependency>
        <groupId>org.spigotmc</groupId>
        <artifactId>spigot-api</artifactId>
        <version>1.20.2-R0.1-SNAPSHOT</version>
    </dependency>
</dependencies>

```

Setting up the main class

After creating your main class, it should extend `InsurgenceBoostersAddon` and override the necessary methods. The class should also be annotated with `@IboostersAddon`.

```

package com.insurgencedev.exampleaddon;

import org.insurgencedev.insurgenceboosters.api.addon.IBoostersAddon;
import org.insurgencedev.insurgenceboosters.api.addon.InsurgenceBoostersAddon;

@IBoostersAddon(name = "ExampleAddon", version = "1.0.0", author = "Insurgence Dev Team",
description = "Example Addon")
public class ExampleAddon extends InsurgenceBoostersAddon {

    @Override
    public void onAddonStart() {
    }

    @Override
    public void onAddonReloadablesStart() {
    }

    @Override

```

```
public void onAddonReload() {  
}  
  
@Override  
public void onAddonStop() {  
}  
  
}
```

Creating a custom config

Make a fresh class. It should extend the `AddonConfig` class and override the `onLoad()` function. To load and generate your configuration file based on the file in your internal resource folder, make sure the `loadAddonConfig()` method is used in the constructor.

```
package org.insurgencedev.exampleaddon;  
  
import org.insurgencedev.insurgencesets.api.addon.AddonConfig;  
  
public class CustomConfig extends AddonConfig {  
  
    public static String MYSTRING = null;  
  
    public CustomConfig() {  
        loadAddonConfig("config.yml", "config.yml");  
    }  
  
    @Override  
    protected void onLoad() {  
        MYSTRING = getString("Test");  
    }  
}
```