

1. Create a C# project of type class library.
2. Change the class name as desired.
3. Define some class members, as specified in the eDocPrintPro SDK help:
4. Add a default constructor to the class.
5. Define an interface with the same members and inherit the class from it.
6. Decorate the class with the attribute: `ClassInterface(ClassInterfaceType.None)`.

Here is a code sample:

```
namespace test
{
    [ClassInterface(ClassInterfaceType.None)]
    public class Test : ITest
    {
        public Test()
        {
        }

        public void ShowConfigDialog(string printerName)
        {
            MessageBox.Show("config");
        }

        public int ProcessFile(string printerName, string jobID, string folder, string
files)
        {
            MessageBox.Show(folder + "\\ " + files);
            return 0;
        }
    }

    public interface ITest
    {
        void ShowConfigDialog(string printerName);
        int ProcessFile(string printerName, string jobID, string folder, string files);
    }
}
```

7. Sign the assembly.
8. Change the project properties: Application / Assembly Information / Make assembly COM-Visible.
9. Build the assembly.
10. Register the assembly (you can write a similar line in the post build event:
`"C:\Windows\Microsoft.NET\Framework64\v2.0.50727\regasm" "$(TargetPath)" /tlb /nologo /codebase` or `"C:\Windows\Microsoft.NET\Framework\v2.0.50727\regasm" "$(TargetPath)" /tlb /nologo /codebase`, depending on the host system architecture
11. Create the ini file in the <eDoc installation directory>\Plugins according to the eDocPrintPro SDK documentation, sample:

[Params]

Description=Test plugin

Type=com

ID=test.Test

Extensions=*

HasUI=yes

Process=POST