B1 Partner Logic – Implementation Guide

## Requirements

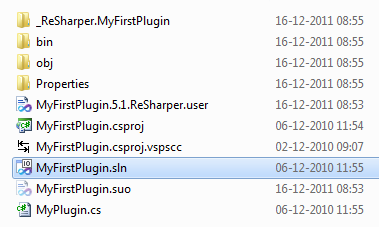
* SBO Business One 8.81 PL 09.
* .Net Framework 3.5 or higher
* Visual Studio 2010 (To open sample (Development can also be done VS2008))

## Step 1 – Install and setup of B1UP

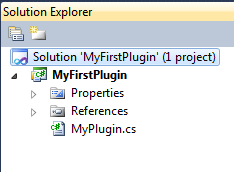
First you need to install B1UP and activate the plugin system.  
For more information on this please consult the B1UP manual (Enabling the plugin system).

## Step 2 – Create plugin

Open empty plugin solution:



Implement code in MyPlugin.cs

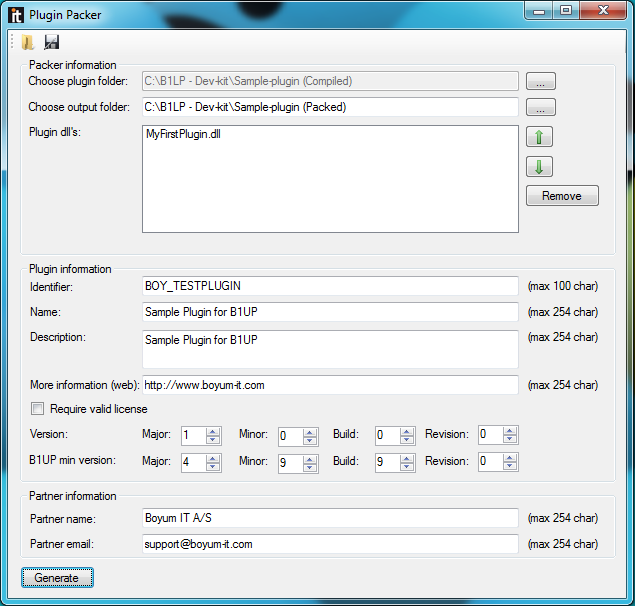


* There are methods for each step of an add-on development cycle and you need to enter your code in each of the once you want to use.
* You have Properties SboApplication and SboCompany (You do not need to handle connection to SAP)
* Code should be just like any other SAP SDK add-on except SetupFilter (Sample provided)
* You code should be compiled as x86 (SAP requirement)

## Step 3 – Pack the plugin using the Plugin Packer tool

(The plugin packer tool can be installed from the ‘Plugin Packer Installer’ folder using the setup.exe)  
After installation of the plugin packer you can start the tool from the start menu -> Boyum Plugin Packer.

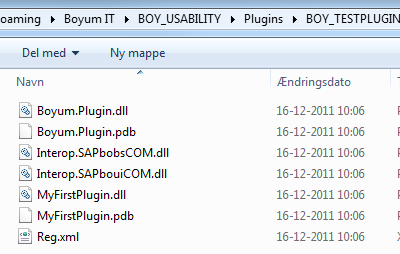
* First select the folder with you .dll files and an output folder.
* Then provide some information about the plugin (Identifier should be unique for every plugin created).
* Last provide version information and partner information then press generate and your plugin will be packed and ready for registration in B1UP.



When generate has been pressed a \*.bpf file will be in the output folder and ready for registration in B1UP.

## Step 4 – Register the plugin in B1UP

Now simply register the plugin in B1UP (Please consult the B1UP manual).  
You can replace the plugin files during testing without having to re-register the plugin every time by navigating to “%appdata%\Boyum IT \BOY\_USABILITY\Plugins” where you can find the plugin files getting loaded when B1UP starts.

  
(You need to stop/start B1UP every time you replace the files)