

Plugin Development 101 ?



Lucas Meijer 32 posts since

Oct 2, 2009

Hey,

I'm trying to setup a development environment in which I could develop a TeamCity plugin. Unfortunately I know nothing of Java.

I figured IntelliJ would be the path of least resistance, so I've downloaded that, and had it open samplePlugin.ipr

when trying to compile that, it complains about not having a JDK. The closest thing I could find online was Java SE JDK 17.

I installed that, restarted IntelliJ, and in the project settings, pointed IntelliJ to the jdk.

Now I hit make again, and I get a whole bunch of errors:

```
C:\TeamCity\devPackage\samplePlugin\src\jetbrains\sample\controller
\HelloUserController.java (3:41) package jetbrains.buildServer.controllers does not exist
```

```
C:\TeamCity\devPackage\samplePlugin\src\jetbrains\sample\controller
\HelloUserController.java:3: package jetbrains.buildServer.controllers does not exist
```

and many similar ones.

I've been trying to find a "This is how you setup a plugin development environment" document online, but it looks like I'm out of luck. Does anybody know what I can do to get rid of this error so I can bump into my next problem?

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Thanks, Lucas



[Yegor Yarko](#) *1,459 posts since*

May 5, 2004 1. **Re: Plugin Development 101 ?** Nov 17, 2009 5:33 PM

Lucas,

Seems you still need to define correct "TeamCityDistribution" path variable (Settings->Path Variables) to point to unpacked TeamCity distribution.

By "Java SE JDK 17" I guess you mean JDK 6 (update 17). This is OK. Just make sure you use the same JDK when running TeamCity server with your plugin.