

# Quick start

To get up and running with making your first WinGate plugin, follow the directions below.

## Step-by-step guide

1. Obtain the [WinGate SDK](#)
2. Install WinGate on your development machine (The WinGate service should start automatically).
3. Run WinGate Management Console and license WinGate with both a WinGate key and a developer mode key obtained from [our website](#).
4. Restart WinGate and configure a user database provider and any other settings you require.
5. Stop the WinGate service. This can be done from the Windows service manager, the WinGate Management Console or the Notification tray.
6. Install the WinGate SDK onto the same machine.
7. Run Visual Studio 2010.
8. Create a new project and select *WinGate Plugin Module* from the Visual C++ section of the installed templates.
9. Set your desired options in the Wizard and click Finish.
10. Build the solution.
11. Run WinGate service or set up your debug target to be WinGate.exe with -force9x as the command line parameter.

Assuming you have set options to add your module to the manifest and register the package with WinGate, then WinGate and the WinGate Management Console (WMC) should load your module.

**NOTE:** The buffering in the example programs is naive; it does not stream to disk and holds the entire message content in memory. Therefore it is not recommended to test this with messages and requests containing extremely large amounts of data.

**NOTE:** The WinGate SDK only supports VS 2010 at present

**NOTE:** The WinGateSDK works with version 8.5 and greater of WinGate

## Related articles

- [Sending messages between UI and Engine](#)