

PluginLoader

September 4, 2026

PluginLoader

Kind: Class

Source: [atloria-monorepo/libs/agent-core/src/plugins/plugin-loader.ts](https://github.com/atloria-monorepo/libs/agent-core/src/plugins/plugin-loader.ts)

Methods

Method	Signature	Returns
<code>loadFromDirectory</code>	<code>loadFromDirectory(pluginsDir: string)</code>	<code>Promise<LoadedPlugin[]></code>
<code>loadPlugin</code>	<code>loadPlugin(pluginDir: string)</code>	<code>Promise<LoadedPlugin></code>

Where it refuses work

- `PluginLoader` stops the work with `Error` when `!manifest || typeof manifest !== 'object'` — “Manifest must be a JSON object”.
- `PluginLoader` stops the work with `Error` when `typeof manifest.name !== 'string' || !manifest.name` — “Manifest must have a "name" string field”.
- `PluginLoader` stops the work with `Error` when `!KEBAB_CASE_RE.test(manifest.name)`.
- `PluginLoader` stops the work with `Error` when `typeof manifest.version !== 'string'` — “"version" must be a string”.
- `PluginLoader` stops the work with an early return when `!fs.existsSync(pluginsDir)`.
- `PluginLoader` stops the work with an early return when `!fs.existsSync(skillsDir)`.

When something fails

- `PluginLoader` handles failure in 2 places: it logs it and continues in 1, and discards it silently in 1. A failure discarded silently leaves no trace for whoever debugs this later.