

realmPlugin

September 4, 2026

realmPlugin

Kind: Function

Source: [atloria-monorepo/packages/editor/src/RealmWithPlugins.tsx](#)

A function that creates an editor plugin.

Signature

```
function realmPlugin(plugin: {  
  /**  
   * Called when the MDXEditor component is mounted and the plugin is initialized.  
   */  
  init?: (realm: Realm, params?: Params) => void  
  
  /**  
   * Called after the MDXEditor component is mounted and all plugins are initialized.  
   */  
  postInit?: (realm: Realm, params?: Params) => void  
  /**  
   * Called on each re-render. Use this to update the realm with updated property values.  
   */  
  update?: (realm: Realm, params?: Params) => void  
}): (params?: Params) => RealmPlugin
```

Parameters

Name	Type
plugin	{
/**	

- Called when the MDXEditor component is mounted and the plugin is initialized.

*/

init?: (realm: Realm, params?: Params) => void

*/***

- Called after the MDXEditor component is mounted and all plugins are initialized.

/

postInit?: (realm: Realm, params?: Params) => void

*/**

- Called on each re-render. Use this to update the realm with updated property values.

**/*

update?: (realm: Realm, params?: Params) => void

}`|

Returns: `(params?: Params) => RealmPlugin`