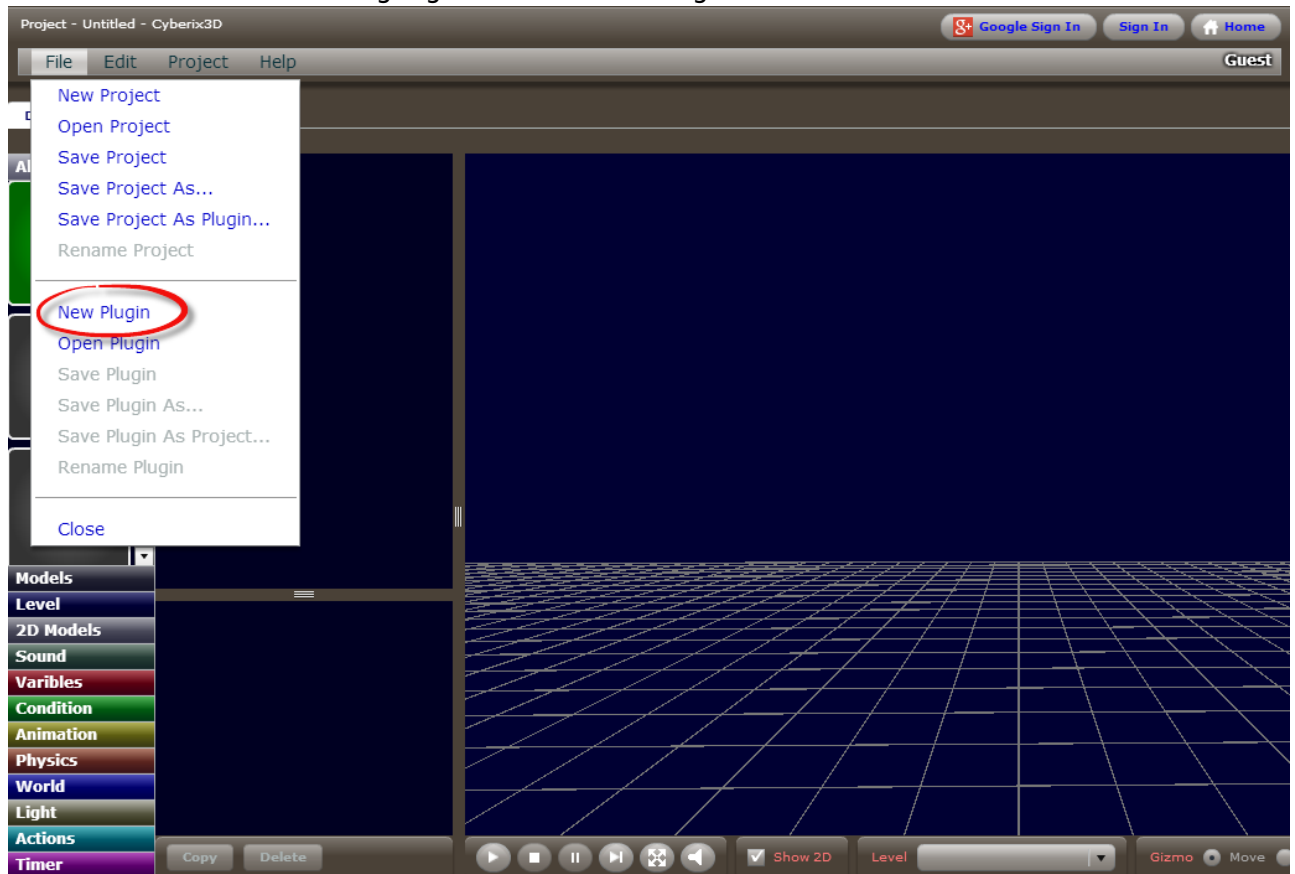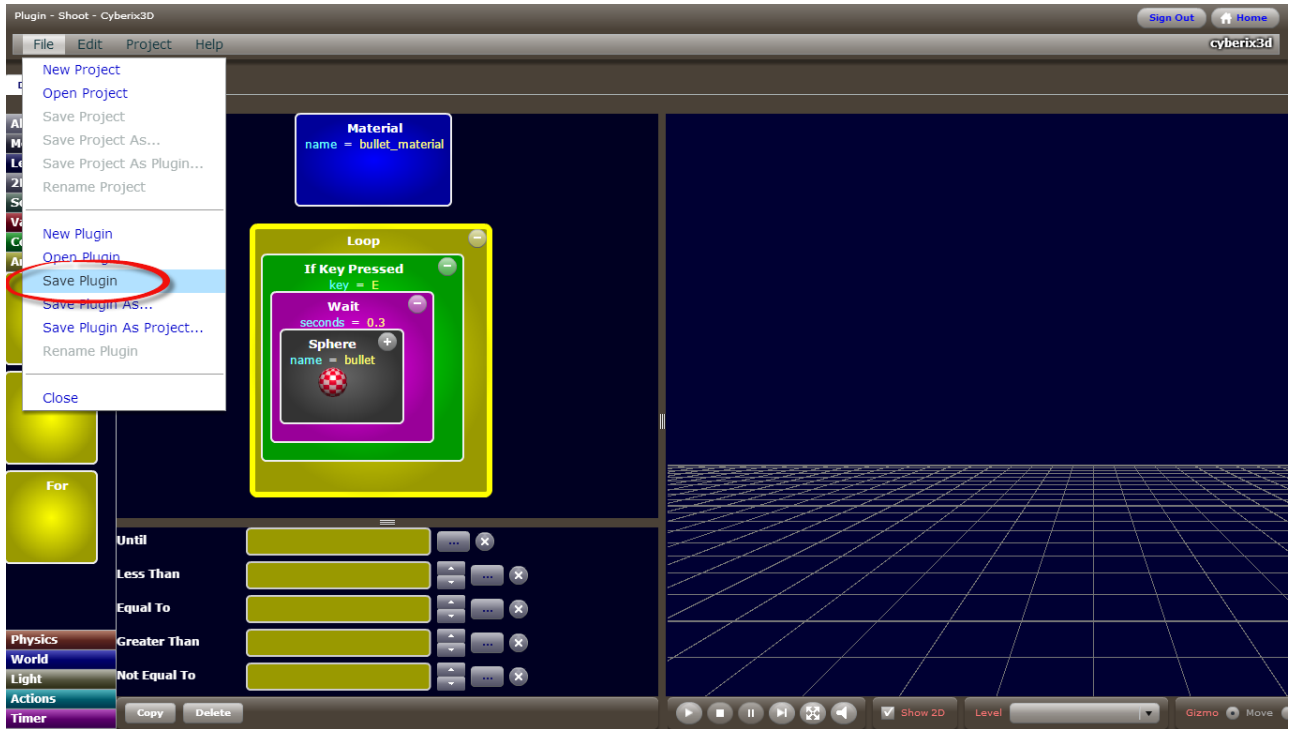# Plugin

If there are things that repeat themselves in your projects and you do not want to build them all over again you can use plugins.
A plugin allows you to create a piece of code and load it in a different project.
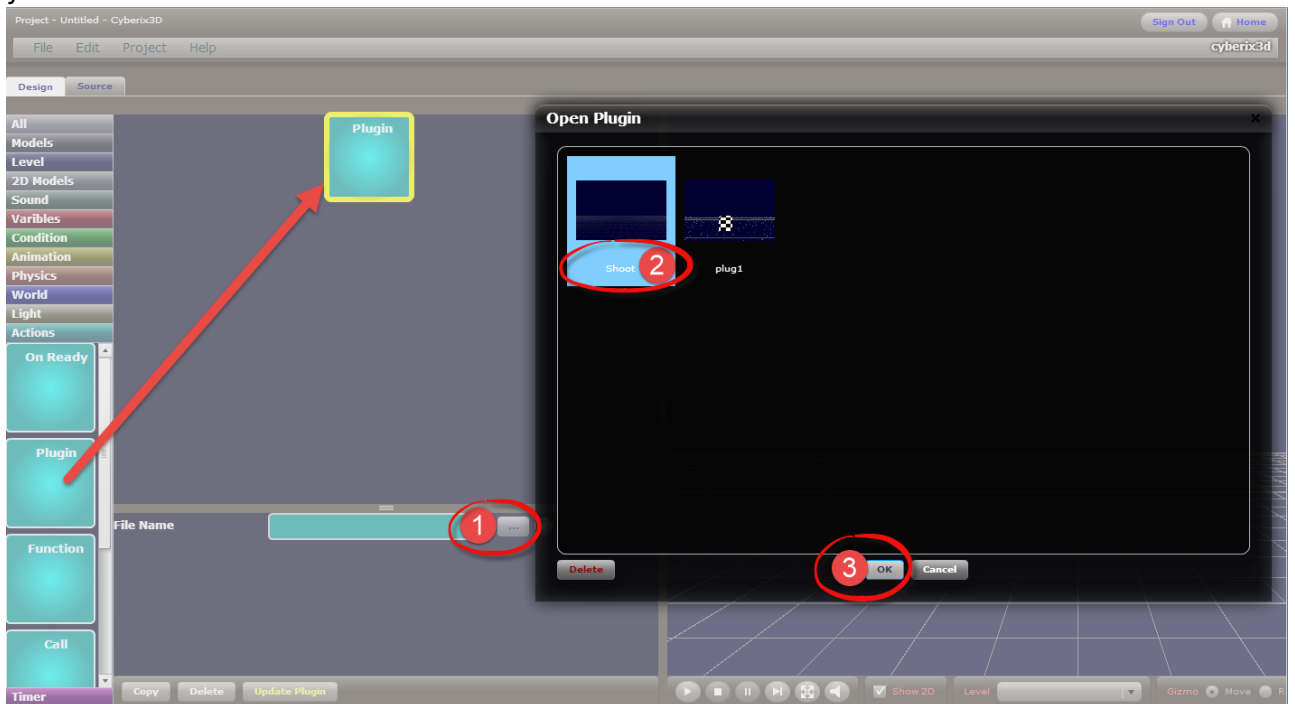
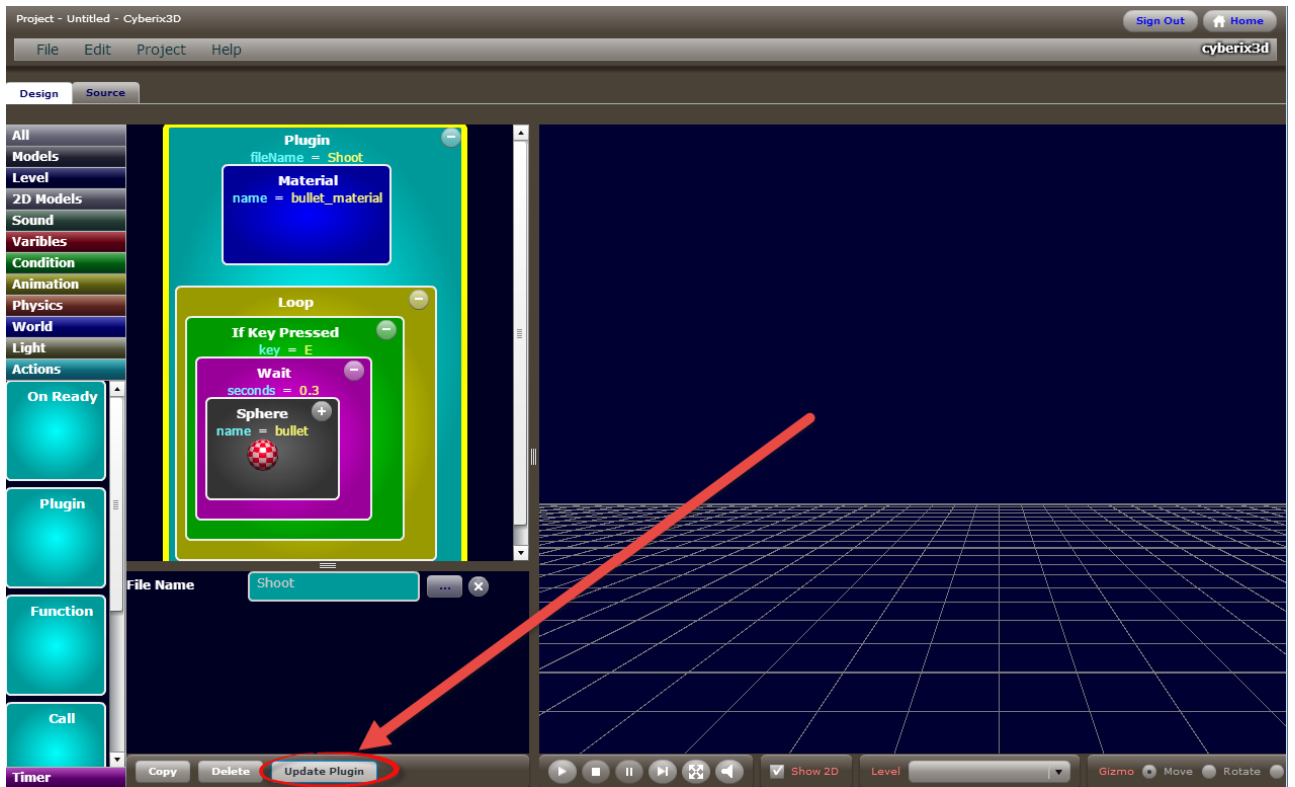- In order to create a new Plugin go to File → New Plugin

- Create your plugin like you create a regular project and save it.\\In the example below, we are building a Bullet Shoot plugin

- Now, Start a new project and drag the plugin block into the scene and choose the plugin that you have created

- Press the "Update Plugin" button in order to import the plugin code into your project

You can change the plugin commands as you wish but as soon as you press "Update Plugin" the code will be imported again from the plugin and all of your changes will be lost.

MORE INFORMATION

- Call
- Function
- On Ready
- Remove
- Restart
- Rotate Towards

From:
https://wiki.gamemaker3d.com/ - **Cyberix3D Wiki**

Permanent link:
https://wiki.gamemaker3d.com/editor:blocks:actions:plugin

Last update: **2017/12/26 02:24**