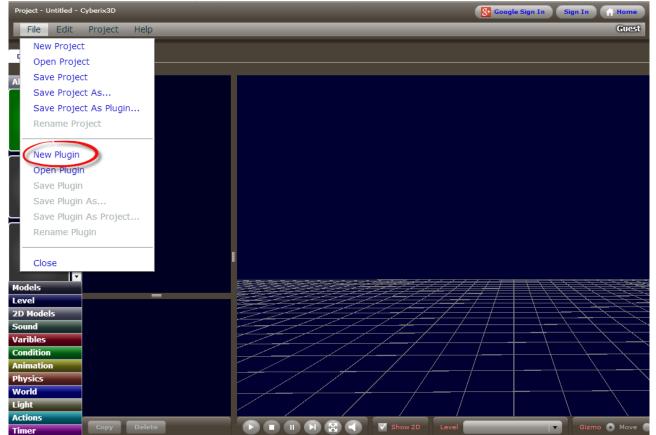
Cyberix3D Wiki - https://wiki.gamemaker3d.com/

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 \rightarrow New Plugin



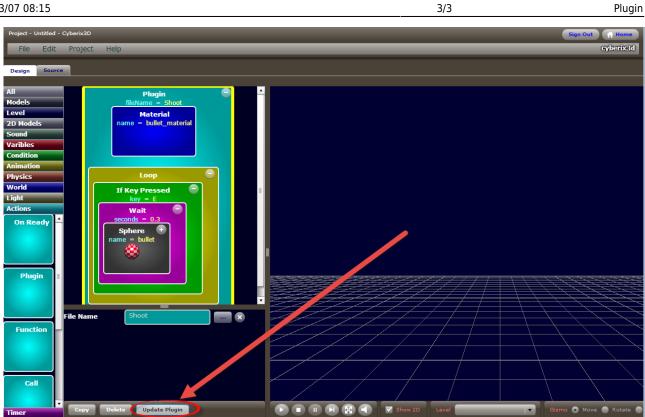
 Create your plugin like you create a regular project and save it.\\In the example below, we are building a Bullet Shoot plugin

Plugin - Shoot - Cyberix3D		Sign Out 💮 Home
File Edit Project Help		cyberix3d
New Project		
Open Project		
Al Save Project Material		
M Save Project As name = bullet_material		
Le Save Project As Plugin		
Rename Project		
All Save Project M Save Project As Loop Save Project As Plugin Zl Rename Project Vi Open Plugin All Open Plugin All Open Plugin		
C New Plugin		
Save Plugin key = E Save Plugin AS		
Save Plugin As Project		
Repare Plugin		
Close State Close		
	III	
For		
		$\leftarrow \leftarrow \leftarrow \rightarrow$
Until 📰 🔍		
Less Than		
Equal To		
		-
Physics Greater Than		
Light Not Equal To		
Actions		
Timer Copy Delete	Evel	Gizmo 💽 Move (

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

Project - Untitled - Cyberix3D	Sign Out 🙀 Home
File Edit Project Help	cyberix3d
Design Source	
All Op	en Plugin x
All Plugin Op	
Level	
2D Models	
Sound	
Varibles Condition	
Animation	
Physics	shoet 2 plug1
World	
Light	
Actions	
On Ready	
Plugin File Name	
Function	
	Delete Gancel
Call	
Timer Copy Delete Update Plugin	Gizmo 💿 Move 🔿 R

• 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.

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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



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