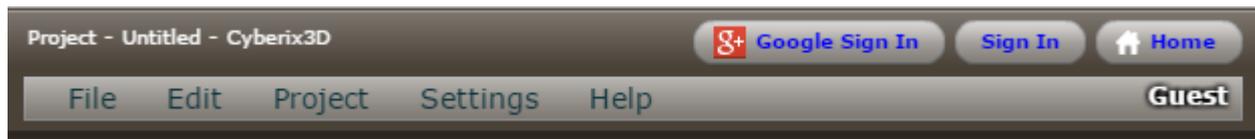# Editor-Menu



The **Editor-Menu** allows the user to open a project, save a project, save as, and start a new project. The **File** menu also allows the user to create a new **Plugin**, load a **Plugin**, and save a **Plugin**.
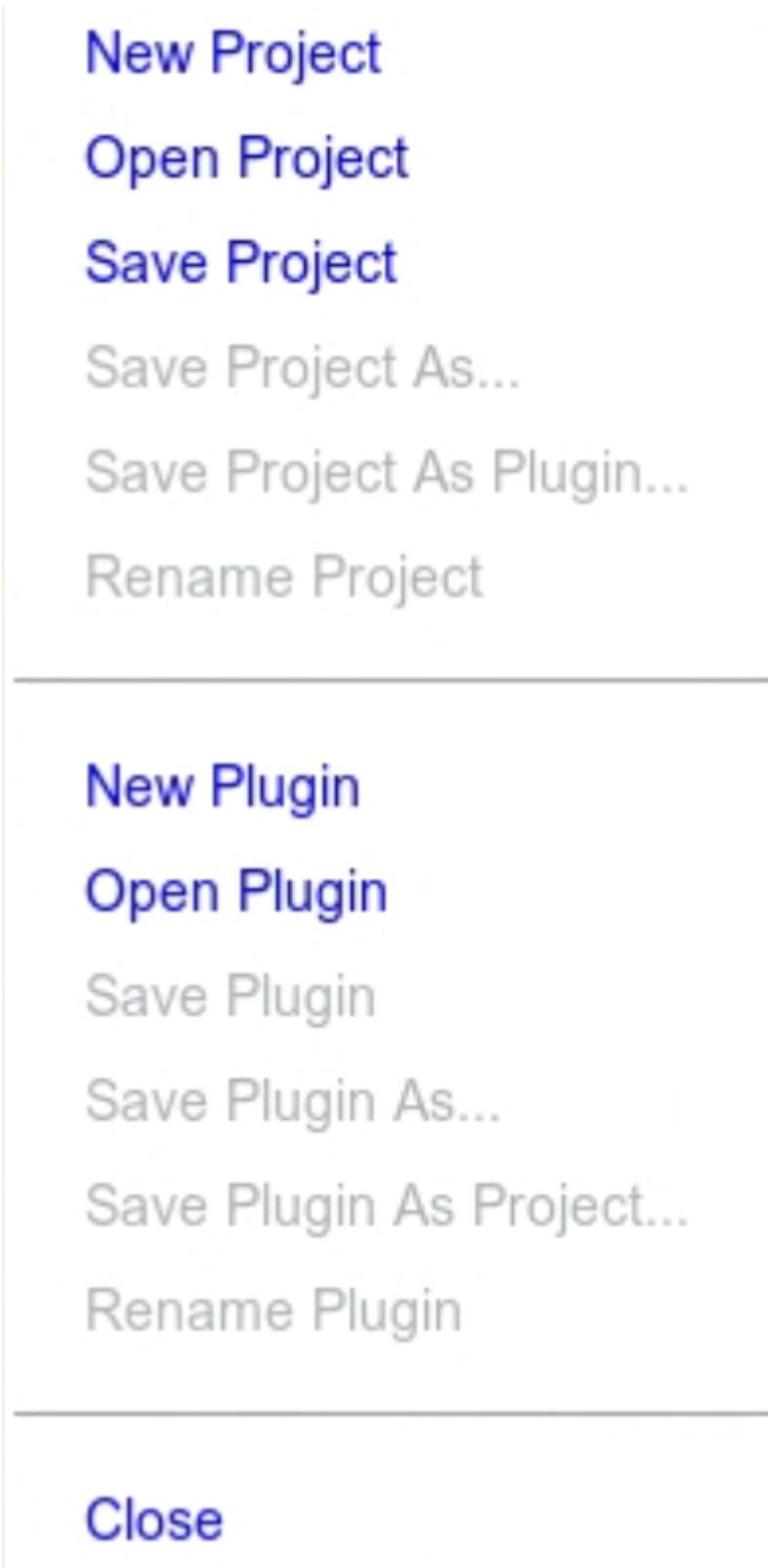
## SECTIONS

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The editor's menu is organized by 5 sections

- File
- Edit
- Project
- Settings
- Help

## INTRODUCTION TO SECTIONS

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New Project

Open Project

Save Project

Save Project As...

Save Project As Plugin...

Rename Project

New Plugin

Open Plugin

Save Plugin

Save Plugin As...

Save Plugin As Project...

Rename Plugin

Close

- **FILE**:                                                                                    CHARACTERISTICS:↓

- **NEW PROJECT:** allows you to create a new project

- **OPEN PROJECT:** It allows to open a saved project of your game, in case you have problems to open your game or the message appears (your game has been executed in a short time), open the editor and use the option (open project) in this way your game goes to open without problems

- **SAVE PROJECT:** Is an option that allows you to save all the modifications of the game, even with this you can set a view thumbnail for your game, it depends where you are

- **SAVE PROJECT AS:** Allows you to save the project in a new one with the same blocks of code, the previous project will not be deleted.

- **SAVE PROJECT AS PLUGIN:** Allows to save the current plugin in a new one with the same modifications of the previous pluging, the previous pluging will not be deleted

- **RENAME PROJECT:** Change the current name of the project to a new one

- **NEW PLUGIN:** Allows to create a new plugin to the project

- **OPEN PLUGIN:** Allows you to open a saved plugin for your game, replaces the current plugin or project

- **SAVE PLUGING:** Allows you to save the modifications of the current plugin with your capture or the last position of the camera

- **SAVE PLUGIN AS:** Allows to save the current modifications of your plugin to a new one with another name, the previous plugin will not be deleted

- **SAVE PLUGIN AS PROJECT:** Allows you to save the plugin as a project

- **RENAME PLUGIN:** Allows you to change the current name of your plugin to another

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- **EDIT:** CHARACTERISTICS: ↓

Undo (Ctrl+Z)

Redo (Ctrl+Y)

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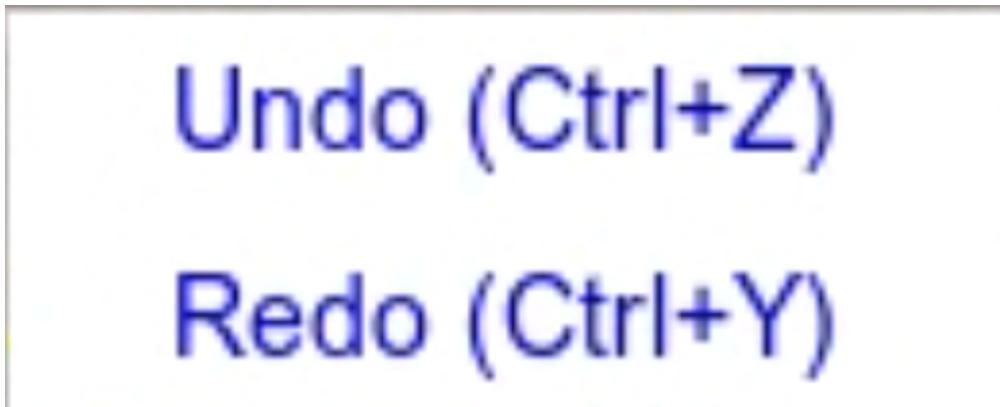
- **UNDO:** Allows you to set the previous modification of the game

- **REDO:** Allows to restore the game modification after using (undo)

*MORE INFORMATION*

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- [Control bar](#)
- [Game Area](#)
- [Gizmo](#)
- [Welcome Screen](#)
- [Workflow](#)

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