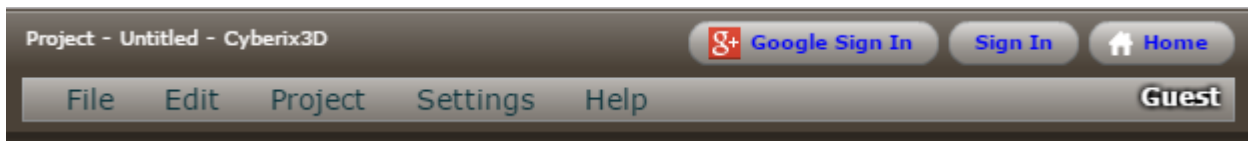


Editor-Menu



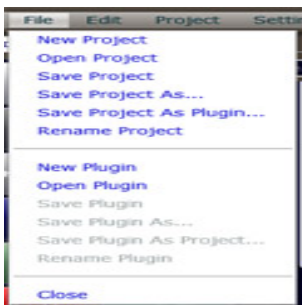
The **Editor-Menu** allows the user to manage their project(s).

SECTIONS

The editor's menu is organized into 5 sections

- File
 - Edit
 - Project
 - Settings
 - Help

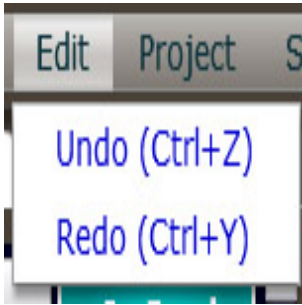
- **FILE:**



- **NEW PROJECT:** Create a new project
- **OPEN PROJECT:** Open a saved project
- **SAVE PROJECT:** Save your project. This option also creates a thumbnail for your project using the current camera position. Make sure your camera is set to the view you want before hitting SAVE PROJECT.
- **SAVE PROJECT AS:** Save a copy of your project. Very useful for archiving states or branching/forking projects.
- **SAVE PROJECT AS PLUGIN:** Save the current project as a plugin to be used in other projects
- **RENAME PROJECT:** Change the current name of the project
- **NEW PLUGIN:** Create a new plugin
- **OPEN PLUGIN:** Open a saved plugin
- **SAVE PLUGIN:** Allows you to save the modifications of the current plugin with your capture or the last position of the camera

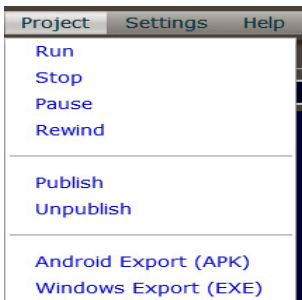
- **SAVE PLUGIN AS:** Allows to save the current modifications of your plugin to a new one with another name, the previous plugin will not be deleted
- **SAVE PLUGIN AS PROJECT:** Allows you to save the plugin as a project
- **RENAME PLUGIN:** Allows you to change the current name of your plugin to another

- **EDIT:**



- **UNDO:** Allows you to set the previous modification of the game
- **REDO:** Allows to restore the game modification after using (undo)

- **PROJECT:**



- **RUN:** Run your current project.
- **STOP:** Stop the current project. Returns to the editor.
- **PAUSE:** Pauses/freezes the current running project.
- **REWIND:** Returns the camera to the start position.
- **PUBLISH:** Publishes your project to the Gamemaker3D website
- **UNPUBLISH:** If the current project was previously published to the Gamemaker3D website, this removes it.
- **ANDROID EXPORT (APK):** Creates an APK file for use on Android systems. You'll need:
 - Your App Name - the name of your app. Ex: Ultimate Racing, Yet Another Flappy Thing, etc.
 - A Unique Package Name - this is usually in the form of com.[yourdevname].[packagename]. Ex: com.cooldevguy.ultracing, com.riporffcorp.yaft
 - Version number - whole numbers only, no dec
- **WINDOWS EXPORT (EXE):** Creates a ZIP file packed with the Windows EXE and all needed

extension/media for the project to run on Windows systems.



MORE INFORMATION

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

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Last update: **2021/01/21 13:25**

