

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

the editor's menu is organized by 5 sections

- File
- Edit
- project
- settings
- help

INTRODUCTION TO SECTIONS



1. **FILE:** Close

is organized by 12 options

- **NEW PROYECT:** 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 PLUGING:** It allows to save the current plugin in a new one with the same modifications of the previous plugging, the previous plugging will not be deleted
- **RENAME PROYECT:** Change the current name of the project to a new one
- **NEW PLUGING:** It allows to create a new plugin to the project

- **OPEN PLUGING:** 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 PLUGING AS:** It allows to save the current modifications of your plugin to a new one with another name, the previous plugging will not be deleted
- **SAVE PLUGIG AS PROYECT:** Allows you to save the plugin as a project
- **RENAME PLUGING:** Allows you to change the current name of your plugin to another

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