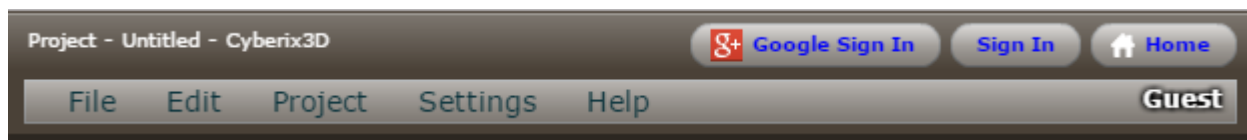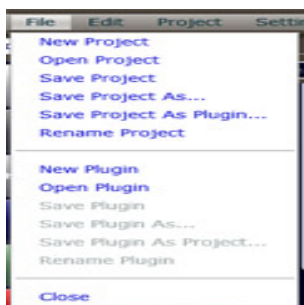# Editor-Menu

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

SECTIONS

The editor's menu is organized into 5 sections

- File
    - Edit
    - Project
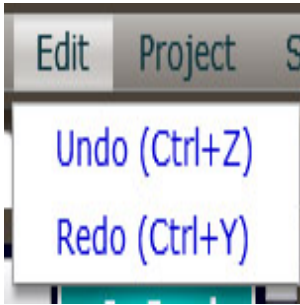   - Settings
    - Help

—-

- **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

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- **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:**

- **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.
    - 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.ripoffcorp.yaft
    - Version number - whole numbers only, no dec

- **WINDOWS EXPORT (EXE):**

MORE INFORMATION

- Control bar
- Game Area
- Gizmo
- Welcome Screen
- Workflow