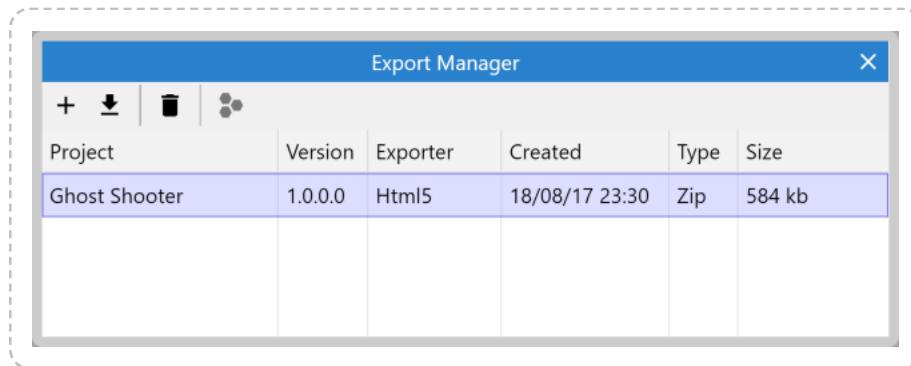


THE EXPORT MANAGER

View online: <https://www.construct.net/en/make-games/manuals/construct-3/interface/dialogs/export-manager>

The **Export Manager** displays a list of the last few projects you've exported from Construct. This helps you find an exported project again if you forget to save the resulting file, or otherwise lose it. It can be opened via **Menu▶View▶Export Manager**. Note only the last few exports are kept and old ones are automatically deleted, so don't rely on it to keep everything - be sure to save exported files at the time you export them.



A screenshot of the 'Export Manager' dialog box. The title bar says 'Export Manager'. Below it is a toolbar with four icons: a plus sign (+), a downward arrow, a trash can, and a three-dot menu. A table below the toolbar lists the details of a single export. The columns are: Project, Version, Exporter, Created, Type, and Size. The row shows: Ghost Shooter, 1.0.0.0, Html5, 18/08/17 23:30, Zip, 584 kb. The entire dialog box is enclosed in a dashed border.

Project	Version	Exporter	Created	Type	Size
Ghost Shooter	1.0.0.0	Html5	18/08/17 23:30	Zip	584 kb

To download a previous export again, select it in the list and click the **Download** button in the toolbar. If you need to free up storage space you can also manually delete saved exports with the **Delete** button in the toolbar.

Building Cordova exports

Paid plans only If you export for Android or iOS and select the **Cordova project** option, the result is a zipped Cordova project. You can then choose to build it by selecting it in the Export Manager and clicking the **Build** button on the toolbar. This will then take you through the steps to build a mobile app with Construct 3's build service. Note it's quicker to select one of the other build options at the time you export for Android or iOS, but this can be useful if you forget, or want to run more than one kind of build.