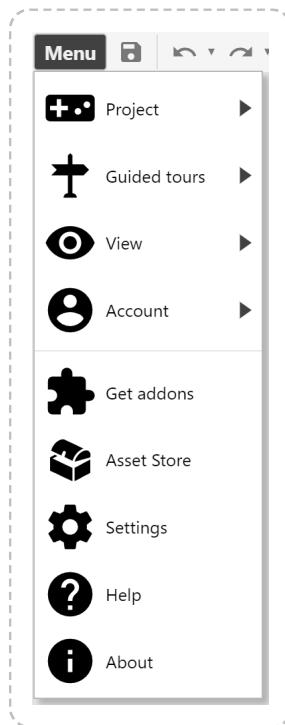


THE MAIN MENU

View online: <https://www.construct.net/en/make-games/manuals/construct-3/interface/main-menu>

Click the **Menu** button next to the main toolbar to access the main menu. Note the exact options which appear in the menu depend on whether you have a project open, and whether you are logged in.



The menu structure, as a guest with a project open (which shows most options), is as follows:

- **Project**
 - **Save:** save the current project to its last saved location. If it has not been saved before, this will use the *Default save location* in **Settings**.
 - **Save As** (see [Saving projects](#) for more information)
 - **Cloud save:** save to a cloud storage service.
 - **Save as single file** (where supported by the browser): save to a local .c3p file representing the entire project.
 - **Save as project folder** (where supported by the browser): save as multiple files in a local folder, which is more suitable for large projects.
 - **Save to local browser** (where file/folder options are not supported): save to the browser's storage on the device.
 - **Download a copy:** save a copy of the current project by downloading a file.
 - **Preview:** run a preview of the current layout.

- **Remote Preview:** start a Remote Preview of the current project. See [Testing projects](#).
 - **Debug:** run a preview of the current layout with the [debugger](#).
 - **Export:** export the current project for publishing. See [Publishing projects](#).
 - **Close project:** close the current project, prompting to save if there are any changes.
 - **New:** create a new empty project.
 - **Open:** open a previously saved project from the cloud, local browser, or a local file. See [Saving & sharing projects](#).
- **Guided tours:** these are a series of interactive, step-by-step tutorials shown within the editor itself. They're a great way to learn about the basics of Construct.
 - **View**
 - **Bars:** in this submenu, you can hide and show any of the [bars](#) visible in the interface. If a bar is missing, use this menu to bring it back.
 - **Start page:** show or hide the [Start Page](#).
 - **Addon manager:** open the [Addon Manager](#) to view and manage addons. See [Installing third-party addons](#).
 - **Export manager:** open the [Export Manager](#) dialog, which lists the last few exports and allows you to download them again.
 - **Account** (see [Using an account](#))
 - **Register...:** register a new account to use with Construct.
 - **Log in:** log in to an existing account.
 - **Enter access code:** enter an access code to allow temporary use of the full version of Construct. This is typically used by educational institutions only.
 - **View details:** open a dialog displaying more information about the current account.
 - **Get addons:** visit the [Addon exchange](#) on the Construct website where you can find new plugins, behaviors, effects and themes for Construct.
 - **Asset Store:** visit the [Asset Store](#) on the Construct website to find art assets, sounds/music, templates, other software and much more.
 - **Settings:** customise Construct's settings to work the way you prefer. See [Settings](#) for more information.
 - **Help:** opens this manual.
 - **About:** open a dialog displaying information about this version of Construct, as well as credits, storage information and diagnostic details.