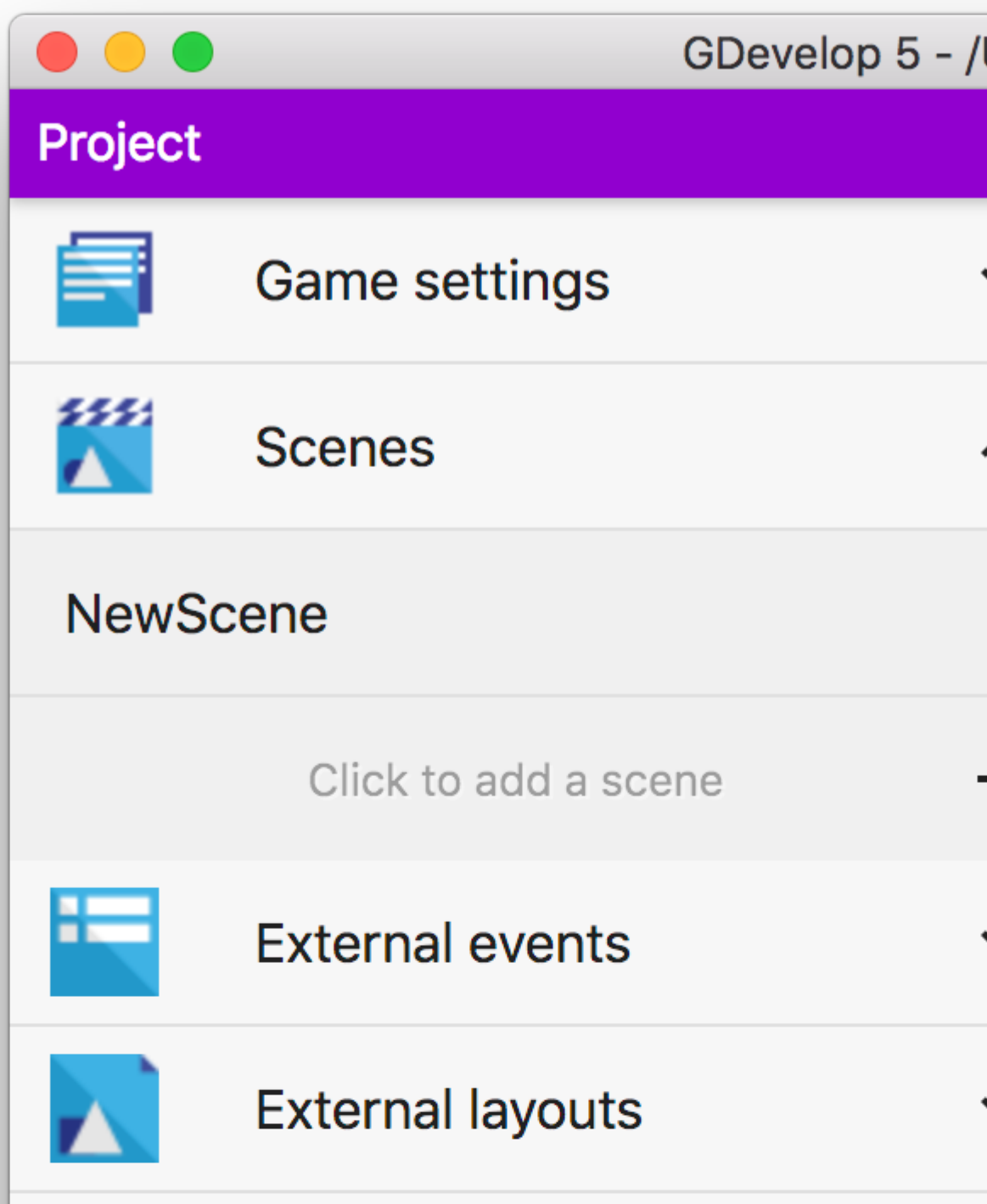
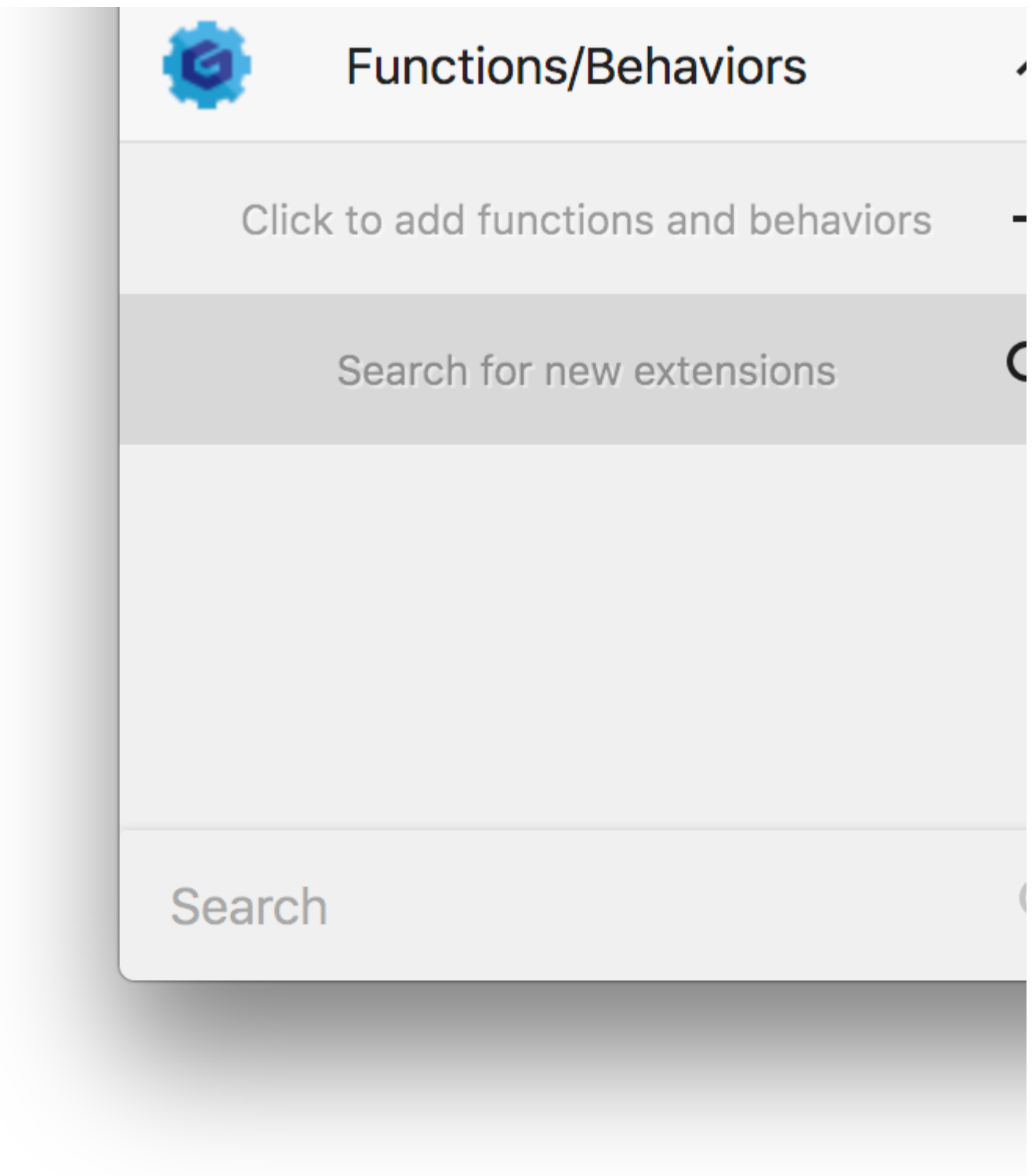


Search for New Extensions

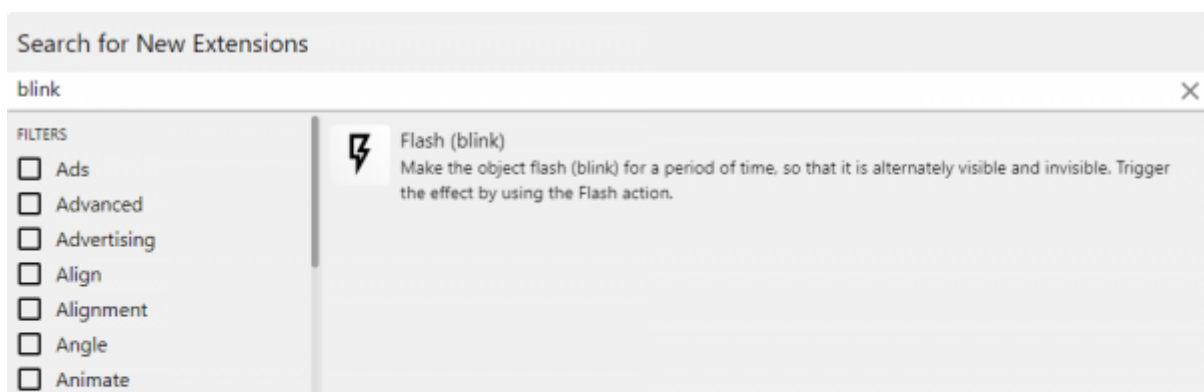
View the [list of GDevelop extensions](#).

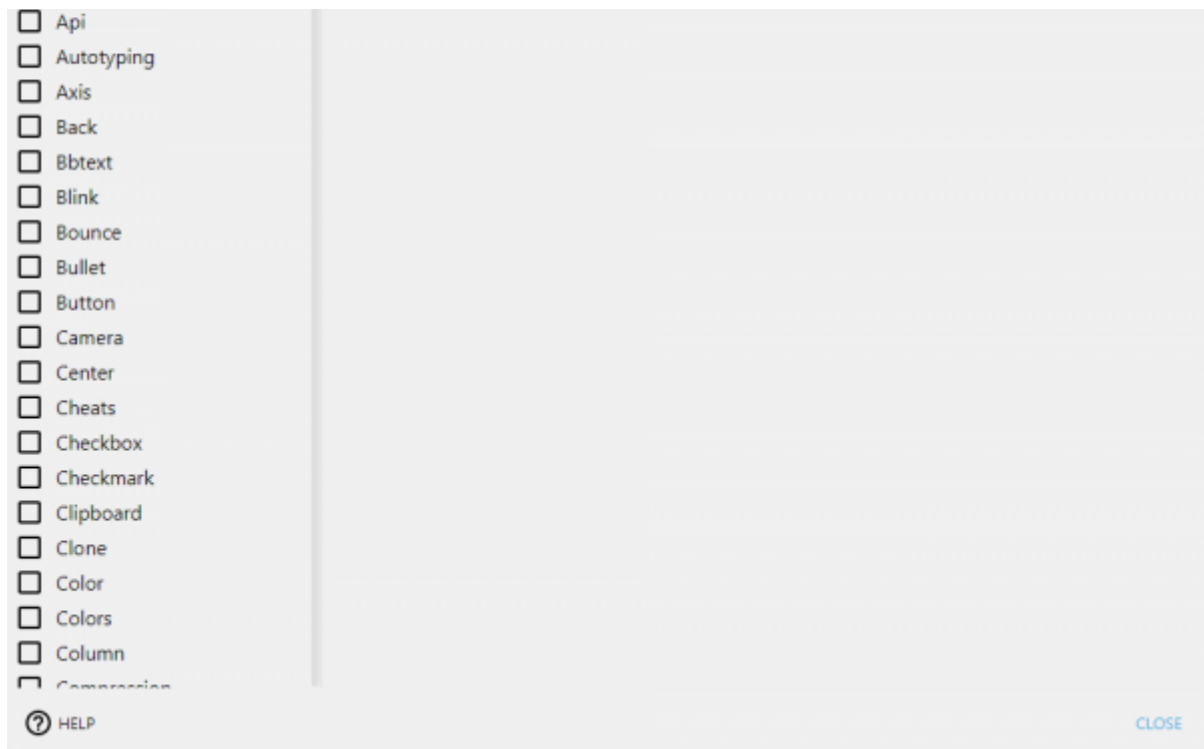
Finding **new behaviors, conditions, actions or expressions** for your game in GDevelop is easy. In the [Project Manager](#), click on “Functions/Behaviors”, then on “Search for new extensions”:





A dialog will show a search bar and a list of available extensions:





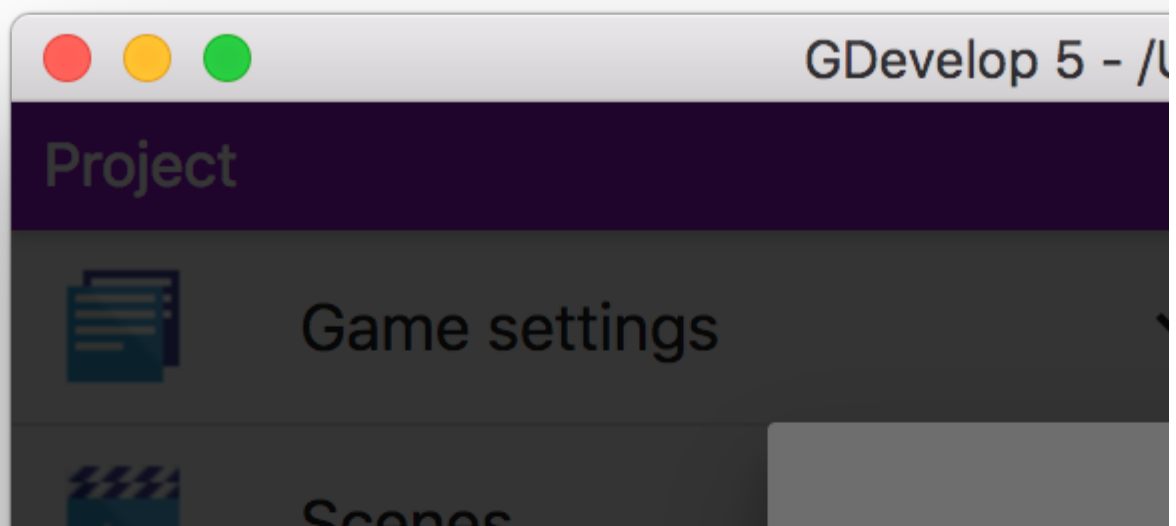
Type something in the search bar to filter extensions according to what you would like. You can also explore extensions by clicking on the tags below the search bar.

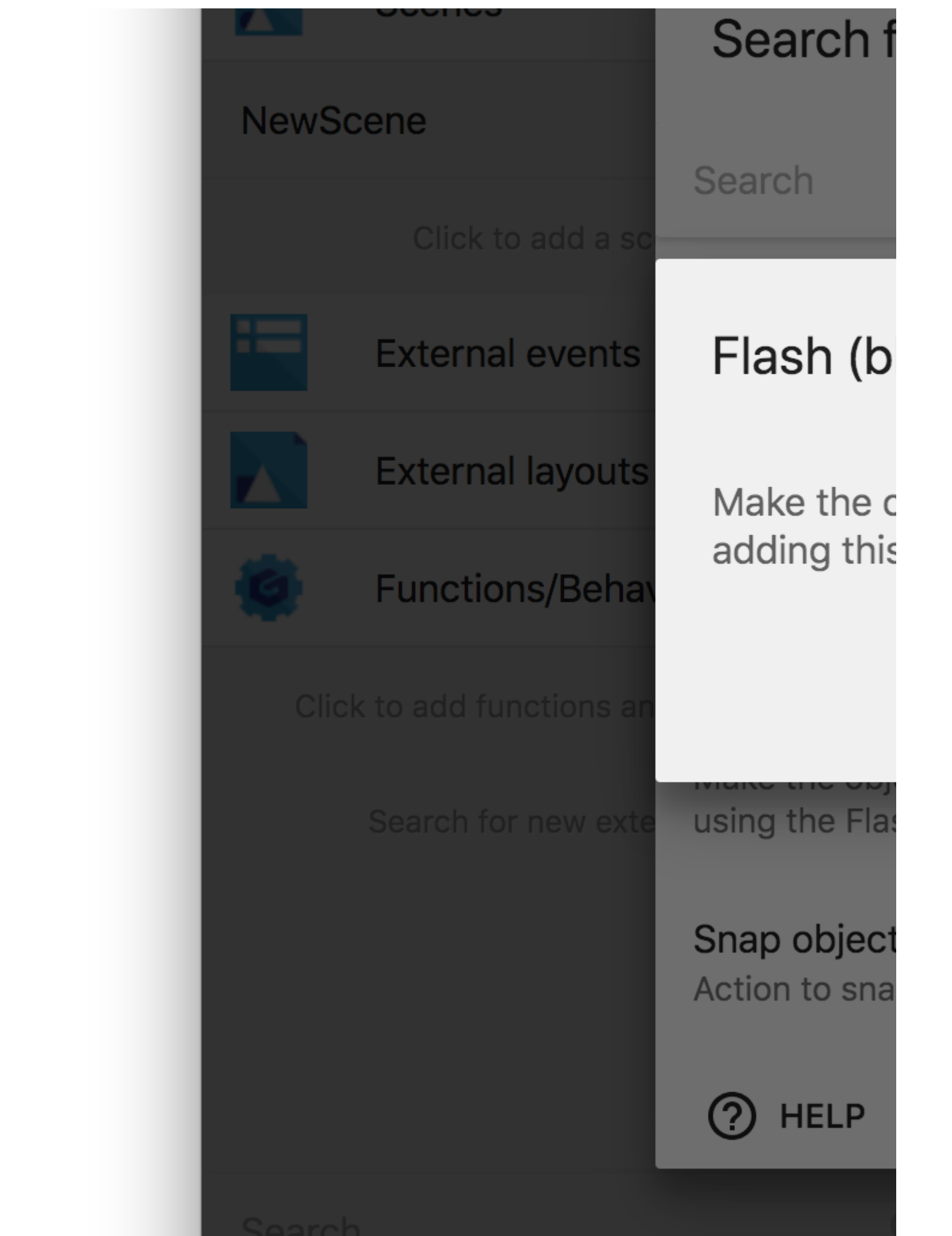
Or you can import a extension file with the button **Import Extension**.

Extensions are presented with their names, followed by a short description. This should give you an idea of what the extension can do in your game.

Install an extension

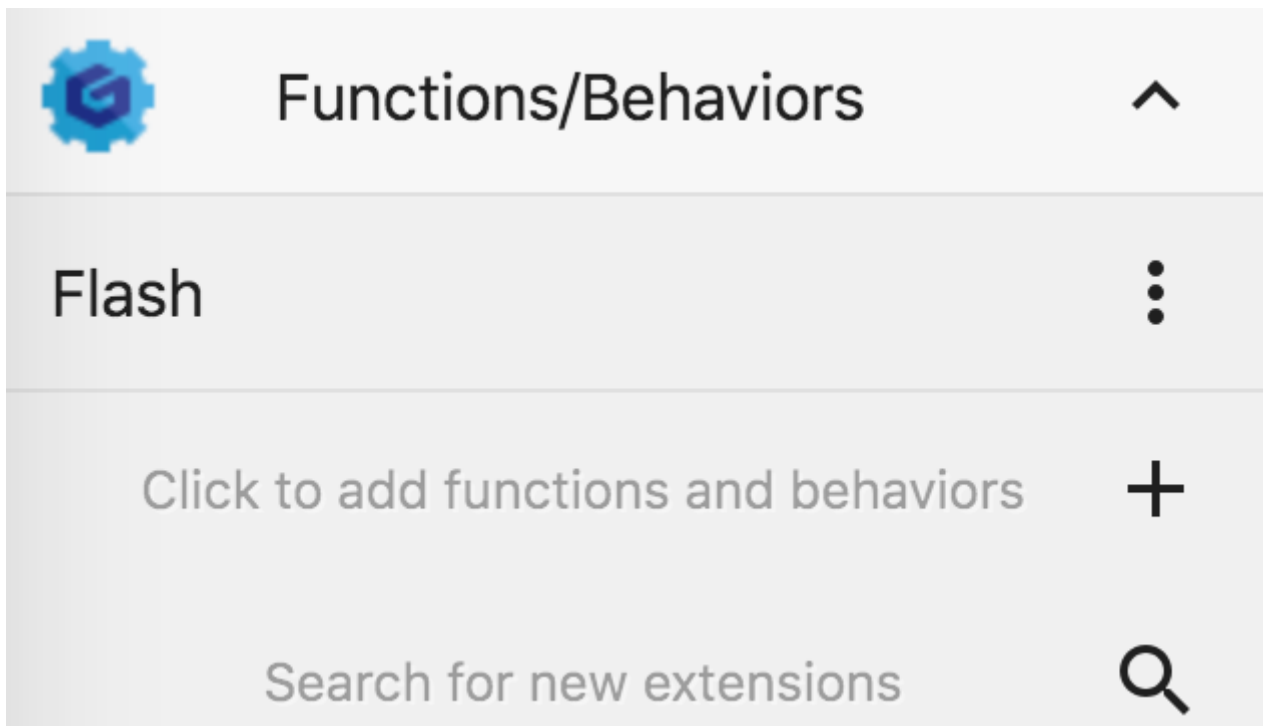
If you find an interesting extension, click on it to open a window with more details. For example, here is an overview of the “Flash (blink)” extension:





The description usually explains how to use the extension. Here, it is a behavior that you can add to an object, with an action to make the object flash for a bit of time (like in old platformer, when you are hit by an enemy).

Click on **Install in Project** to download the extension. You can see it is then added to the list of behaviors/functions in the [Project Manager](#):



Use the new extension

Once the extension is installed, you can usually:

- Find it in the list of **behaviors**, when [adding a new behavior](#) to an object.
- Even if no behavior is provided, you'll have some **actions or conditions**. Find them in the list of actions or conditions when editing an event. The name of the category containing them is the same as the extension.

For example, the *Flash* extension provides 2 new actions:





They can be used on objects which have the *Flash* behavior attached.

Create your own behaviors, actions, conditions or expressions

It's possible to easily create new extensions, using the same events that you're using in the scenes. It's a powerful feature that allows you to organize your game and extend your objects.

Read more about [creating your own extensions here](#).

Add an extension manually

In the panel for searching new extensions, at the bottom of the panel you have a button **IMPORT EXTENSION**, this will open up a file selector from your OS, you have to select a file format **.json**.

Once you have selected your file and confirm your choice in the file selector, the extension is added to your project. The behavior/conditions/actions/expressions are now available in GDevelop with the others behaviors or events.