

INTRODUCTION

Welcome to this guide on how to use the Extension Manager built into Clickteam Fusion 2.5.

Welcome to another guide for Clickteam Fusion 2.5! Some (if not all) of the information in this guide is applicable for Multimedia Fusion 2.0 also. As with all tutorials and guides written in PDF, feel free to display it as a PDF or print to paper. You can study and learn these practices at your own pace, in your own time.

Due to Fusion 2.5's flexible nature of allowing users to accomplish the same result in multiple ways, sometimes there are alternative ways to perform certain routines or functions. These guide(s) will explicitly target the most common, easiest and most effective route.

These hand-written guides are here to help you target or perform a particular routine in Fusion 2.5 enabling you to harness the full potential of what Clickteam Fusion 2.5 can actually do for you as a developer. Whether it's game design or application development you want to do with Fusion 2.5, these guides will hopefully guide you from top to bottom in whatever you're looking to achieve.

This guide has been thoroughly checked before deployment. As always, feedback, comments and suggestions are always welcome on the detail, structure and formatting of these guides. Rather than create individual guides for different learning levels, we hope to be able to reach to all entry level, intermediate and advanced users within the same guide on achieving the same goal.

For more information on how you can download and purchase Clickteam Fusion 2.5, check out the website <http://www.Clickteam.com>

For more information, tutorials, examples and walk-thrus visit the website.

Website: <http://www.Clickteam.com> – **Community:** <http://community.clickteam.com>

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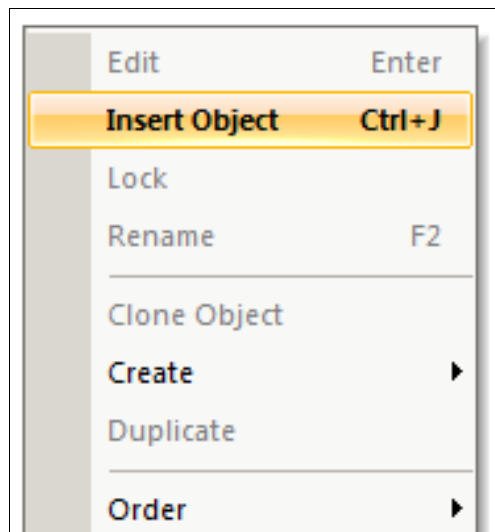
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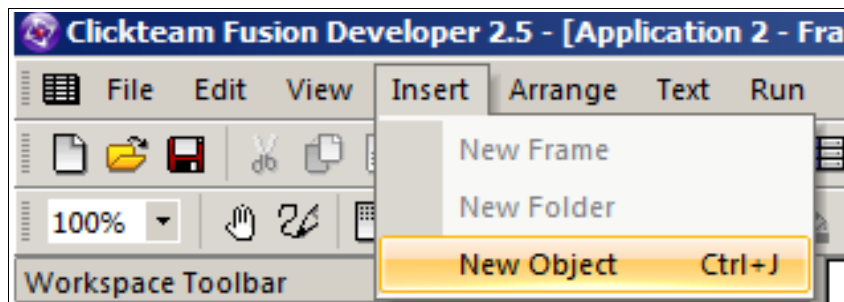
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1. ACCESSING THE EXTENSION MANAGER

Accessing the Extension Manager inside Clickteam Fusion 2.5 can be achieved in two ways. First you can right-click inside the frame area and open the 'Insert New Object' dialog...



Alternatively, you can access it from the the menu.



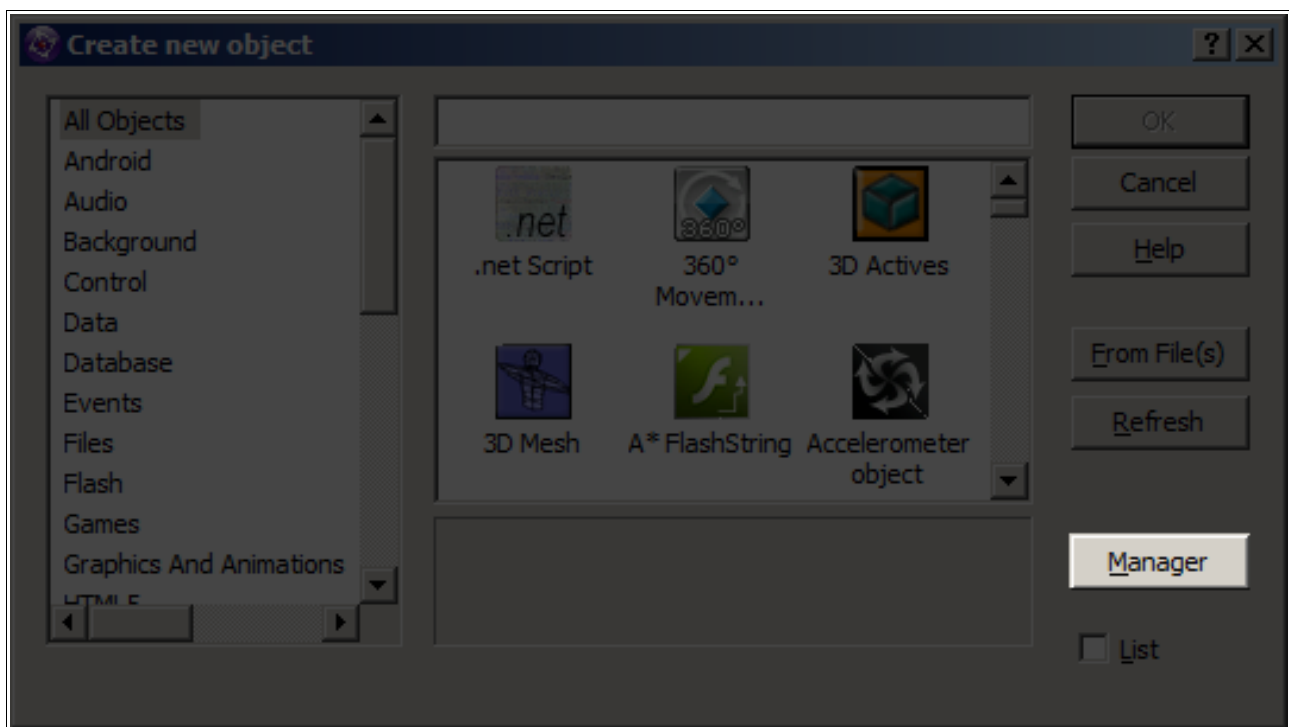
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1. ACCESSING THE EXTENSION MANAGER

Once you open the 'Insert New Object' dialog, you will see a list of currently installed extensions. To the right you will see a series of buttons, you will want to click on the 'Manager' button.



When you click this, the Extension manager itself will open up.

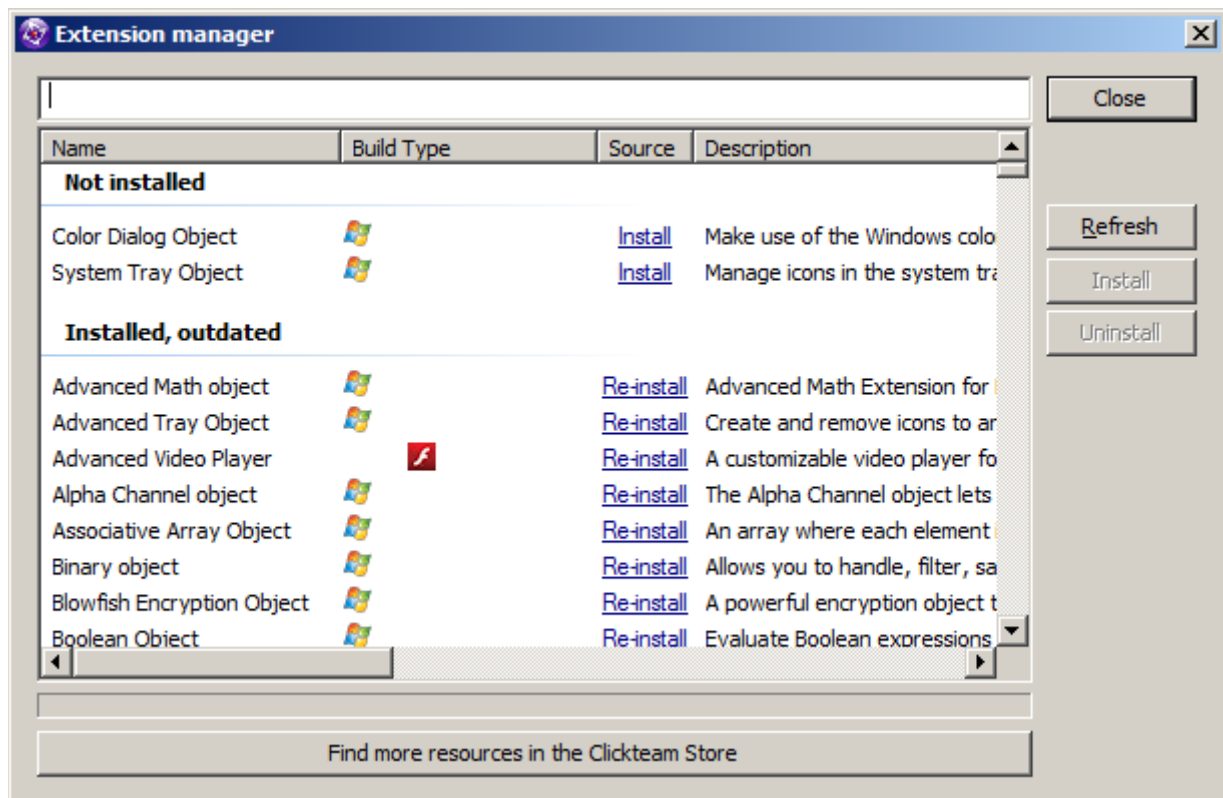
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2. UPDATING THE EXTENSION MANAGER

Here is what the 'Extension Object Manager' looks like...



The first thing you should always do when opening this dialog is click the button 'Refresh'. This will download the latest Extension Manager listing or (Catalog) so you can see any new or recent additions that are available for you to download.

In the 'Not Installed' section, you will see **Extension Objects** that you don't have currently installed. You can see under the column 'Build Type' the platforms that the particular extension is compatible with. If you want to install one of these, click the '[Install](#)' link in blue. This will install the extension object to your computer.

Below, you can see a list of Installed or Outdated extensions. These are extensions that are either already Installed or are Outdated. Clickteam cannot verify the validity of any custom extensions you may have already installed or any extensions made by *3^d party developers* that *haven't* been officially submitted to the Extension Object repository.

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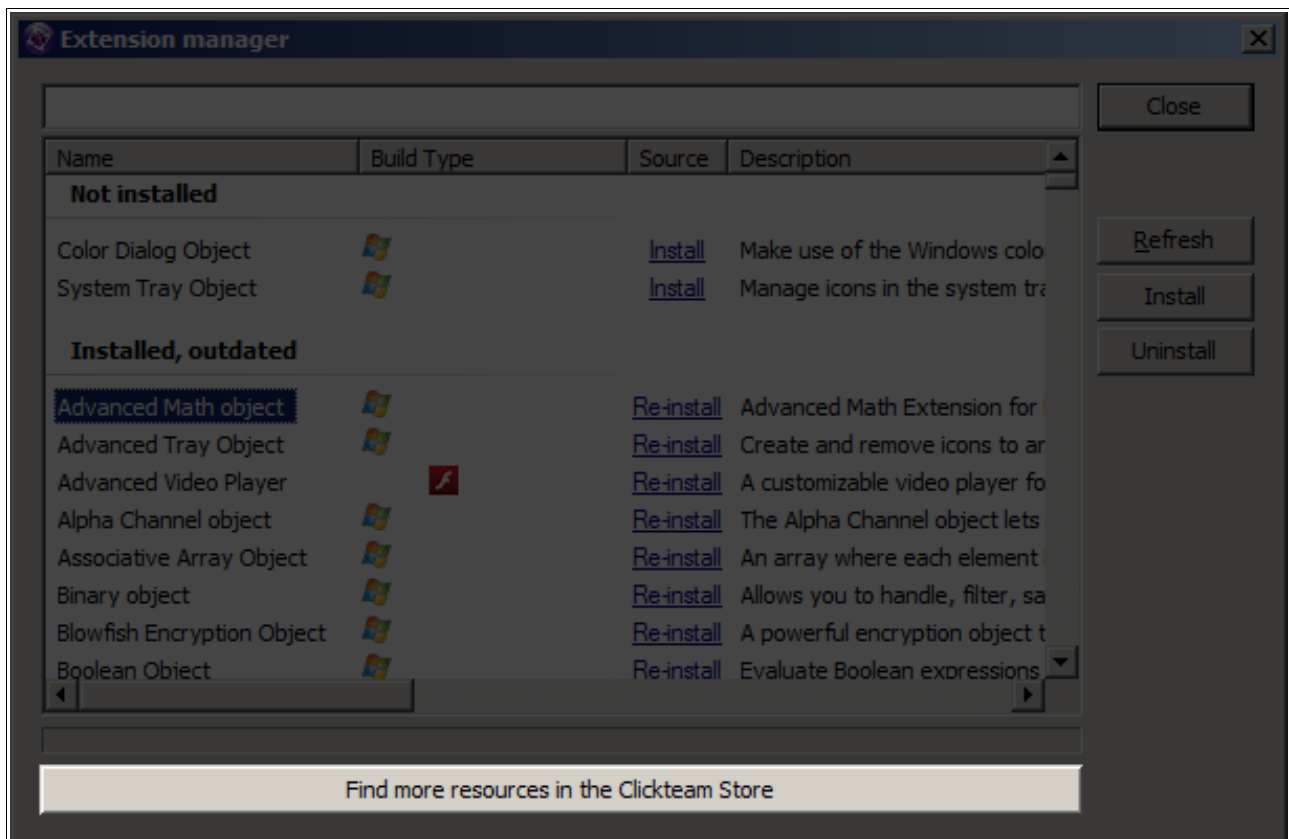
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3. MAINTAINING EXTENSION OBJECTS

Within the Extension Object manager, you will be able to Install, Re-Install or Uninstall extensions to/from your computer.

You can always click the button



'Find more resources in the Clickteam Store' to browse new extensions that are being developed by either Clickteam or 3rd party developers. You have the option to download free extensions or extension-packs and some of them are available to purchase. *(Not available at current time of writing 15/03/2014)*

Are you an extension developer? Or do you want to become an extension developer? See the next page...

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4. A WORD FOR EXTENSION DEVELOPERS

Are you an existing extension developer? If so, we have numerous options available and open to you here at Clickteam.

You can submit any extensions you have made in the past to the Extension Manager catalog listing by clicking [this link](#). Please do fill in all required fields and please also read the listing requirements. By doing this, Clickteam can officially add your extension to the extension manager listings for every user to download.

There is also an option to include your extension in the Clickteam Store. Check out the forums for more information on the Clickteam Store (when available).

Are you a budding extension developer?

Do you know how to code/script in ANY of the below languages/scripts:

- *C++*
- *Java*
- *HTML5*
- *Objective C*
- *C#*
- *ActionScript3*

If so, you can create your very own extensions for Fusion 2.5. Extensions allow you and other users to extend the power of Fusion 2.5. Whether it's accessing an online API, a new SDK or accessing a local API (Windows APIs) and much more. Clickteam can provide you with all the SDK's available and at no extra cost. Once you've successfully written, tested and completed your extension, you have three choices.

You can either keep it private (for yourself and others), you can submit it to the Extension Manager so every Fusion 2.5 user can use it or you can sell it as an exclusive item in the Clickteam Store.

More information will be available soon. Keep checking the forums, Clickteam's Facebook, Twitter and the Website for more information on these topics.

Finally, if you are super-eager to find out more information, you can check out the existing [Extension Lobby](#) in the forum where you can search, find and read information already existing on the forum or you can post your own questions.

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