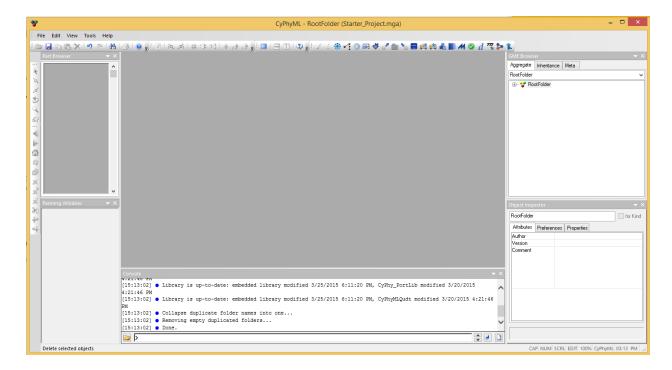
## **Using the Component Browser**

## 1. Start a new project

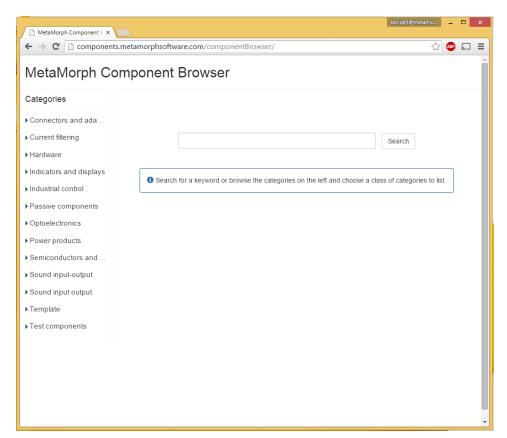
- 1.1. Extract the StarterProject.zip
- 1.2. Double-Click Starter\_Project.xme to open GME
- 1.3. Select "Create project file" and click "Next". Save your project.

Your screen should now resemble the figure below. You can expand the "RootFolder" to see there's only libraries and connector folders. Component folders will automatically be added as you import component folders into your project.

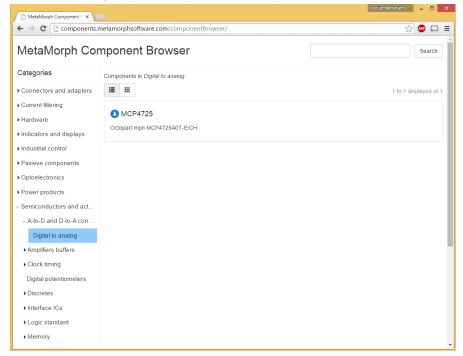


## 2. Find and download components from the Component Browser

2.1. Browse the components in our online <u>component browser</u>. You can find components by typing in the search bar, or by expanding the category folders by clicking the arrow >.



2.2. When you find a component you want, click the blue downward facing arrow next to the Part #. A zip file will download in a few seconds. Don't extract it. GME can only import components as zips.



## 3. Import component zip into GME project

- 3.1. Go back to your project in the GME window. Select the Component Importer
  - on the toolbar. Find the recently downloaded component zip, and double-click it or click open.
- 3.2. The component and folders will replicate how it's seen in the Component Browser.

