



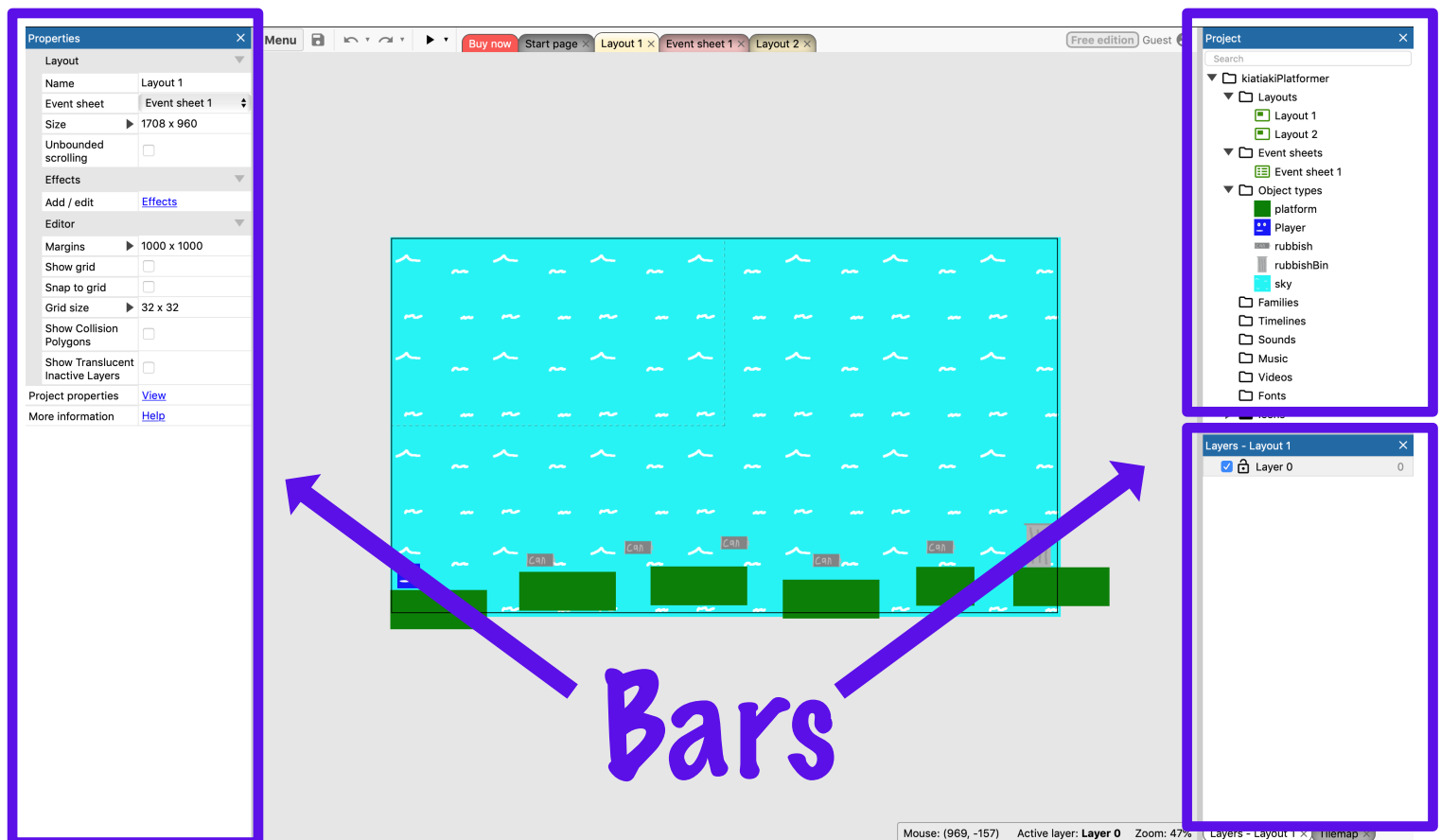
Missing Bars

The most common problems students face when using C3 is missing bars. There are a set of key bars that students will need access to in order to complete their games.

These include the:

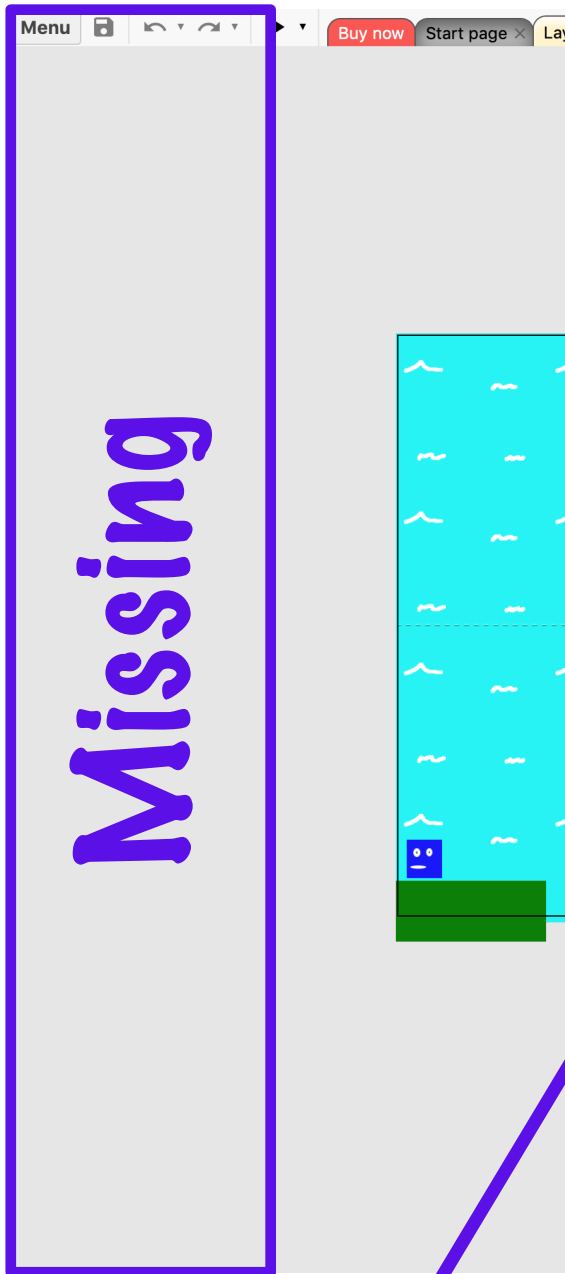
- Properties bar (Left hand side)
- Project bar (Top right hand side)
- Layers bar (Bottom right hand side)

These project bars are by default organised in the same way as the image below.

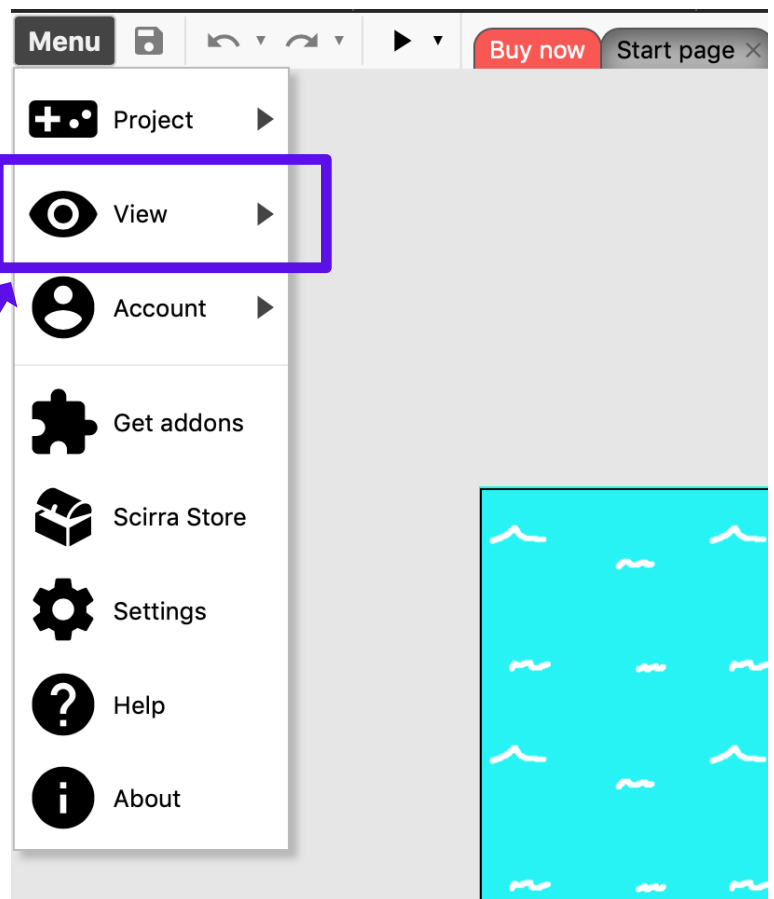


Occasionally, students will accidentally drag a bar off from it's anchor point (floating bar) or close it. Lets solve the issue of closed bars.

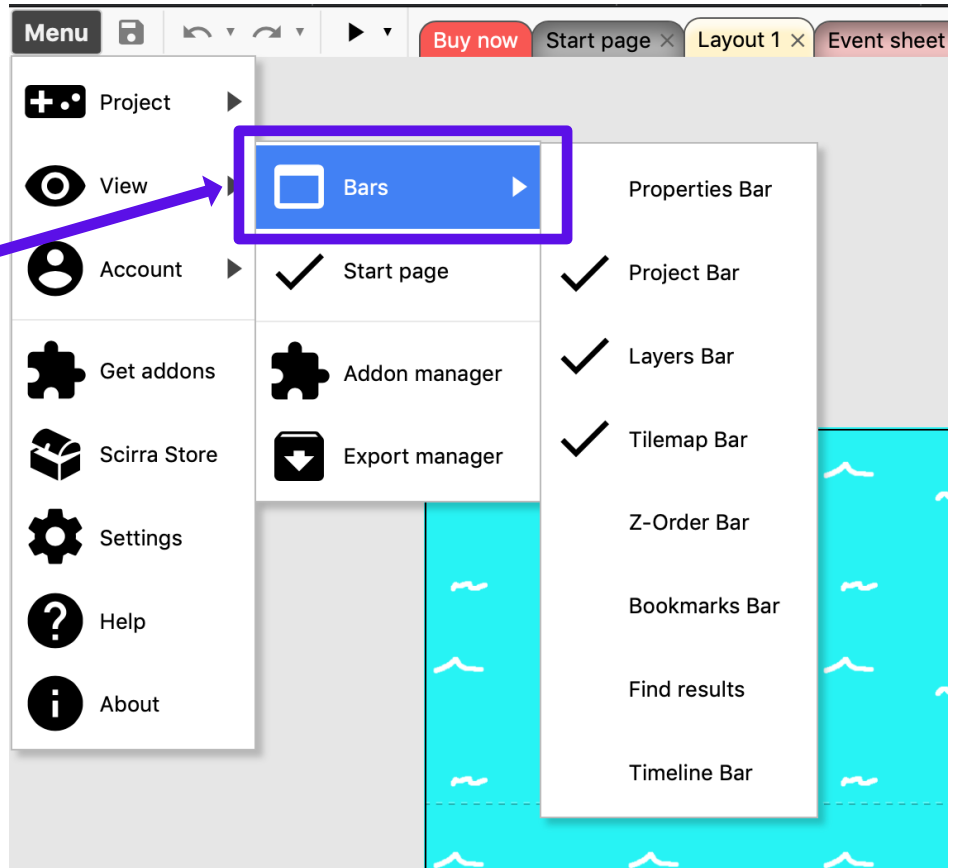
Closed Bars:



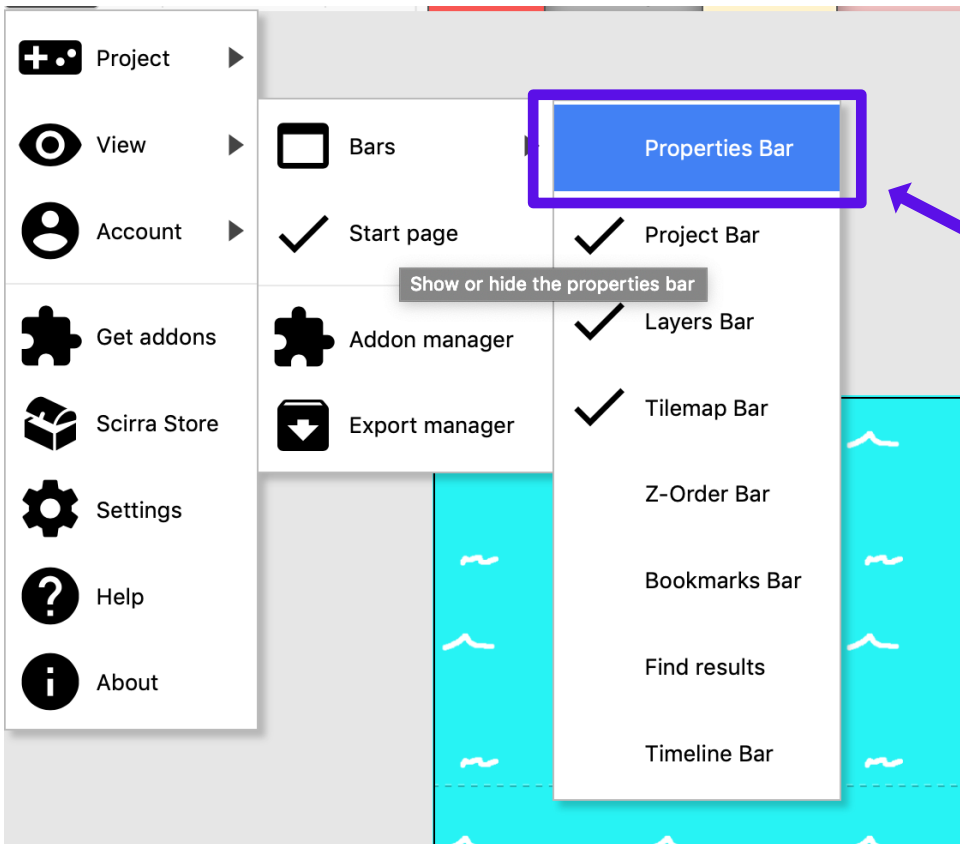
1. First head to the menu button in the top-left side of the screen. Click the menu button to access the drop down box.



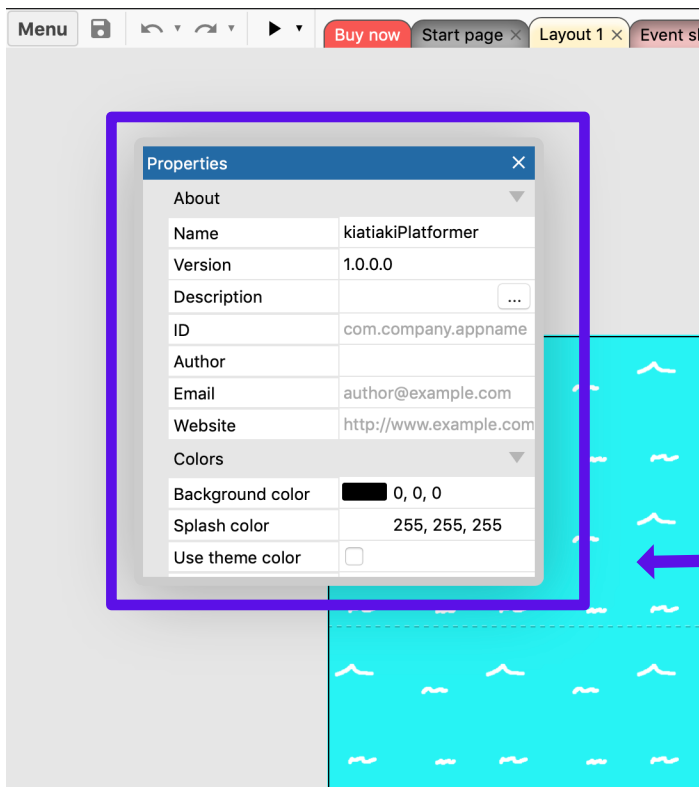
2. Select the "View" option



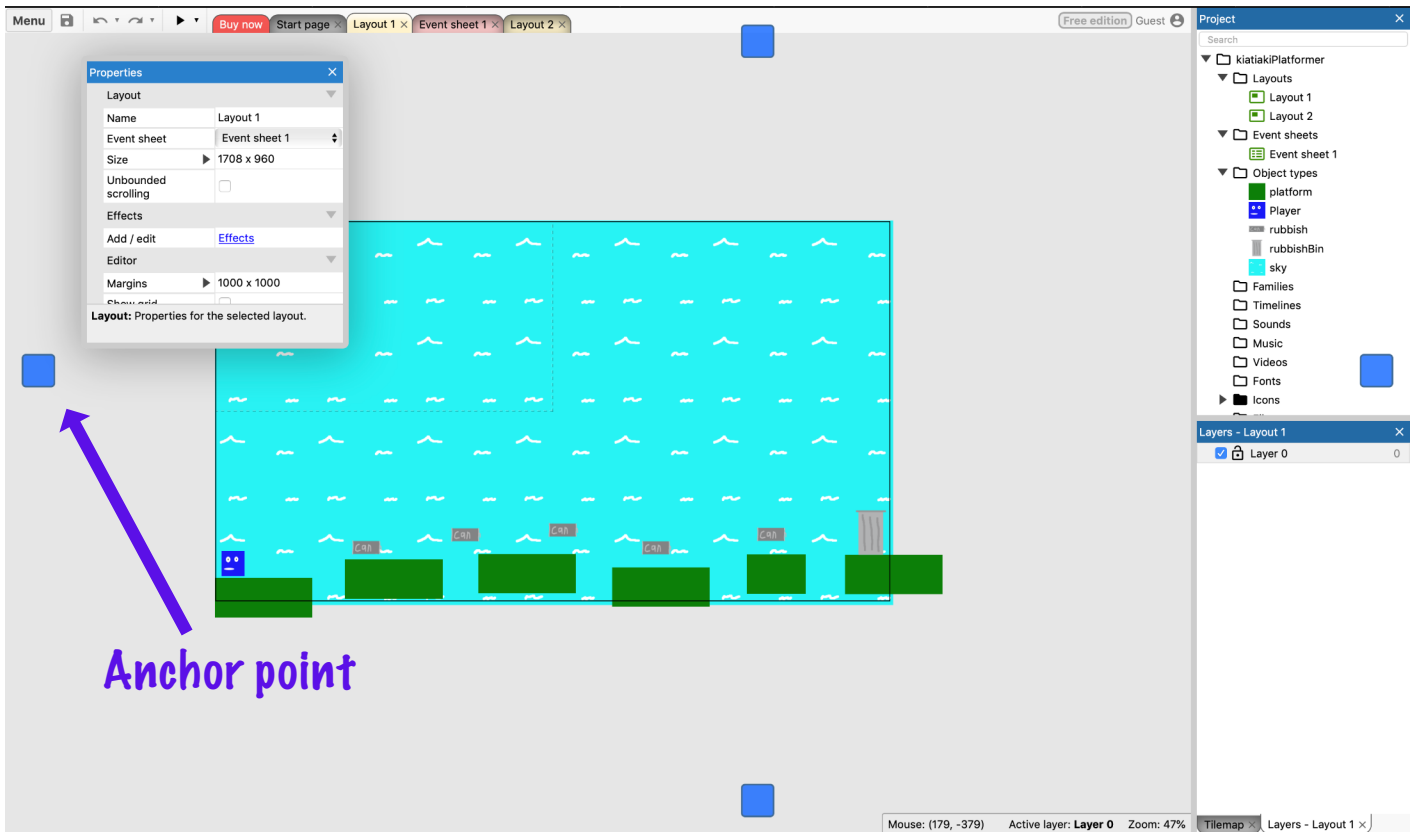
3. Select the "Bars" option



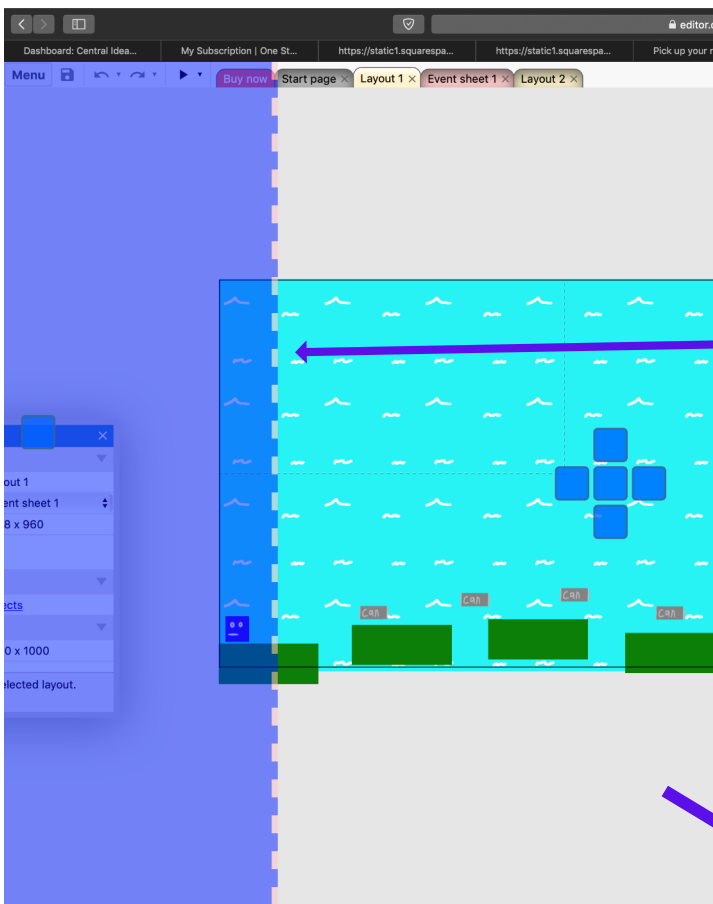
4. Select the bar that has been closed. A bar that has been closed will not have a tick next to it.



5. Once the bar has been selected it will appear somewhere around the centre of the screen. Click and drag the bar over to its correct location. You will notice that when you click on hold on the bar multiple transparent blue squares will appear around the edges of the screen. These are anchor points. If you drag a bar to one of these it will be anchored to this space. You can also embed a bar inside another bar or stack them on top of each other.



Anchor point



6. Drag your bar to the correct anchor point. It will highlight blue once the bar is in the correct location. Release the bar in this blue zone and it will 'snap' back into position.

Your missing bar should now be back into its correct location. Continue this step for any other missing bars.

For further clarity watch our tutorial video called "Missing Bars".

 A screenshot of the 'Properties' panel in the editor. The panel is titled 'Properties' and has a close button. It contains several sections:

- Layout**: Name (Layout 1), Event sheet (Event sheet 1), Size (1708 x 960), Unbounded scrolling (checkbox).
- Effects**: Add / edit (Effects).
- Editor**: Margins (1000 x 1000), Show grid (checkbox), Snap to grid (checkbox), Grid size (32 x 32), Show Collision Polygons (checkbox), Show Translucent Inactive Layers (checkbox).
- Project properties**: View.
- More information**: Help.

 To the right of the panel is a vertical preview of the layout, showing a cyan bar with a blue icon at the bottom.

Layout: Properties for the selected layout.