

FILE EDITORS

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

Paid plans only Some kinds of **project files** added to the **Project Bar** can be edited directly in Construct using one of the following file editors. See the section on each editor for more information.

- Array files (stored in JSON format) for the **Array object** can be viewed and edited with the **Array editor**.
- Dictionary files (stored in JSON format) for the **Dictionary object** can be viewed and edited with the **Dictionary editor**.
- Any other text-based file can be viewed and edited with the **Text editor**.

Opening the file editors

To open a file editor, start by adding a new file in the *Files* folder of the **Project Bar**. For more information, see **project files**.