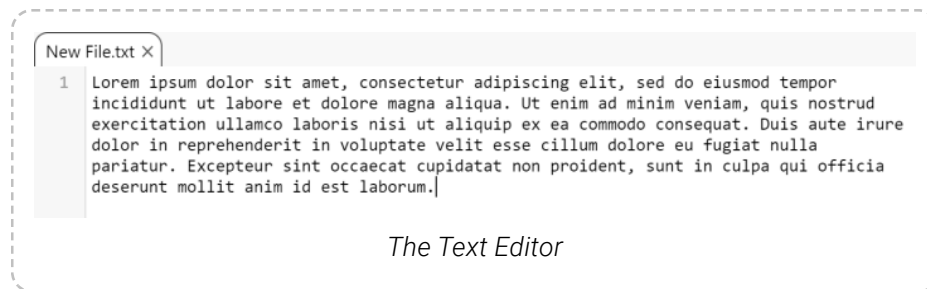


TEXT EDITOR

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

Paid plans only The **Text editor** allows editing text-based files in the project. These can be in a range of formats, such as plain text, comma-separated values (CSV), or bundled JSON, XML, HTML, CSS or JavaScript files. The data you enter can be loaded at runtime by loading the **project file**. The Text Editor appears when editing or adding any text-based file in the **Project Bar**.



Opening the Text Editor

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

Using the Text Editor

Using the Text Editor to edit long pieces of text/data in a project file is often a lot more convenient than trying to paste large amounts of text data in to events or in to Text objects.

The Text Editor provides a number of features including:

- Line numbering
- Syntax highlighting for a range of formats
- Code folding (collapsing code sections)
- Find/replace/replace all, including with regular expressions
- New file templates for formats like HTML