

# FILE EDITORS

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

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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](#).