

Asset types	Supported formats	Usage
Editable text files	txt, xml, css, js, json, env, yaml, yml	cannot be added to canvas
Non editable text files	pdf, doc, docx, ppt, pptx, xls, xlsx, ttf, otf	cannot be added to canvas
images	jpg, jpeg, png, gif, svg, webp, ico	can be added to canvas
videos	mp4, mov, m4v	can be added to canvas
Folder	can contain	
Private folder	editable text files	
Public folder	all & folders	
subfolders	all & folders	
At export		
Assets from Private folder will be added to the root of the project		
Assets from Public folder will be in the public folder, keeping the built folder structure		

Flows	
Create a folders structure with multiple assets and add them on the canvas	
Copy link of text files from context menu and link them to nodes in canvas (for ex link a pdf to a button)	
Add a sitemap.xml to the Private folder	
Upload different types of assets	
Move assets/folders between folders, see if restrictions are right	
Copy paste images	
Old projects should have the new folder structure too	
Check if other parts of the application are working as expected	
Export code to	Use different flavours
zip	React
codesandbox	Vue
git	Next
	HTML
	Angular
	Nuxt
Publish	Preview