**Explanation for editing “system\_data.ts”**  
  
\* All the texts with color red are editable

\* All the paragraphs starts with **//**  are explanations

\* The frames of a category can be removed, added, edited - but remember to synchronize it with the real frame images

\* The categories of the categoryArr can be removed, added, edited - but remember to synchronize it with the real folder that contains all the category frames

export const systemData = {

configGame: {

interAdId: '***546140006799320\_662235088523144***', // interstitial ad-id

videoRewardId: '***546140006799320\_662235628523090***', // video reward ad-id

interAdTimeWait2FirstAds: ***30***, // wait N seconds after game load (& 1st inter-ad) to be ready for 1st (& 2nd) inter-ad

interAdTimeWaitNthAd: ***120***, // wait N seconds after each inter-ad to be ready for next inter-ad (applied to 3rd inter-ad & the next ones)

interAdClickCount: ***2***, // number of click (to frame) to show inter-ad when time wait passes (inter-ad is ready to show)

// \*please refer to ‘***Inter-ad logic flow.png’*** for more information

winExp: ***15***, // number of xp to reward after winning 1 puzzle

levelUpExp: ***30***, // number of xp needed to get 1 level up

videoCoinReward: ***50***, // number of coin to reward after watching a video

levelUpCoinReward: ***100***, // number of coin to reward after leveling up

hintCoinPrice: ***50***, // number of coin to subtract after using 1 hint

winCoinReward: {

'3x3': ***10***, // number of coin to add after winning 1 puzzle of size 3x3

'4x4': ***15***, // number of coin to ad after winning 1 puzzle of size 4x4

'5x5': ***20***, // number of coin to add after winning 1 puzzle of size 5x5

'6x6': ***25***, // number of coin to add after winning 1 puzzle of size 6x6

},

playTime: {

'3x3': ***20***, // Number of seconds limited to play 1 puzzle of size 3x3

'4x4': ***35***, // Number of seconds limited to play d1 puzzle of size 4x4

'5x5': ***60***, // Number of seconds limited to play 1 puzzle of size 5x5

'6x6': ***120***, // Number of seconds limited to play 1 puzzle of size 6x6

},

},

categoryArr: [ // array of all category information, including settings for each frame in each category

{

id: ***'TRENDING'***, // The category ID, to be used in **ad-campaign-link** & **analytic**. Never be shown to the users.

Must be identical to the folder name that contains frame images.

Example: id = ‘**TRENDING**’so folder that contains the category frames must be named ‘**TRENDING**’  
 Can be any string from letters (A-Z) and numbers (0-9). Other characters like underscore (\_) are invalid.

languages: { // list of the category name translations for all languages supported

***ar\_AR: 'شهيرة',*** // format= ***the\_language\_code*** : ***'the\_translated\_category\_name',***

// please refer to ‘**full\_language\_code.docx**’ for full list of language code

***de\_DE: 'TREND',***

***en\_US: 'TRENDING',***

***es\_ES: 'TENDENCIAS',***

***fr\_FR: 'TENDANCE',***

***id\_ID: 'SEDANG TREN',***

***it\_IT: 'TRENDING',***

***pt\_PT: 'EM ALTA',***

***th\_TH: 'อยู่ในเทรนด์',***

***tr\_TR: 'POPÜLER',***

***vi\_VN: 'XU HƯỚNG',***

},

frameArr: [ // array of configurations for all frames belong to this category

{ name: '***trend1***', x: **149**, y: **122**, width: **480**, height: **579**, angle: **355** }, // configurations for a frame in category:  
 **name:** to be used in **ad-campaign-link** & **analytic**. Never be shown to the users.  
 must be identical to the frame-image file name (without the extension .png)  
 can be any string from letters (A-Z) and numbers (0-9).  
 Other characters like underscore (\_) are invalid.

**x, y, width, height, angle**: configuration for avatar positioning in frame  
 please refer to ‘**frame avatar configurations.png**’

{ name: '***trend1***', x: **239**, y: **22**, width: **480**, height: **49**, angle: **355** },

{ name: '***trend2***', x: **29**, y: **52**, width: **480**, height: **59**, angle: **35** },

{ name: '***trend3***', x: **119**, y: **62**, width: **40**, height: **659**, angle: **355** },

{ name: '***trend4***', x: **324**, y: **85**, width: **480**, height: **579**, angle: **123** },

{ name: '***trend5***', x: **213**, y: **156**, width: **430**, height: **659**, angle: **355** },

{ name: '***trend6***', x: **655**, y: **156**, width: **480**, height: **579**, angle: **325** },

{ name: '***trend7***', x: **234**, y: **145**, width: **670**, height: **579**, angle: **355** },

{ name: '***trend8***', x: **64**, y: **622**, width: **880**, height: **579**, angle: **355** },

{ name: '***trend9***', x: **22**, y: **72**, width: **450**, height: **459**, angle: **355** },

],

},

{

id: '***LOVE***',

languages: {

ar\_AR: '***حب***',

de\_DE: '***LIEBE***',

en\_US: '***LOVE***',

es\_ES: '***AMOR***',

fr\_FR: '***AMOUR***',

id\_ID: '***CINTA***',

it\_IT: ***'AMORE***',

pt\_PT: '***AMOR***',

th\_TH: '***ความรัก***',

tr\_TR: '***AŞK***',

vi\_VN: '***TÌNH YÊU***',

},

frameArr: [

{ name: '***love1***', x: **29**, y: **52**, width: **480**, height: **59**, angle: **35** },

{ name: '***love2***', x: **29**, y: **52**, width: **480**, height: **59**, angle: **35** },

{ name: '***love3***', x: **119**, y: **62**, width: **40**, height: **659**, angle: **355** },

{ name: '***love4***', x: **324**, y: **85**, width: **480**, height: **579**, angle: **123** },

{ name: '***love5***', x: **213**, y: **156**, width: **430**, height: **659**, angle: **355** },

{ name: '***love6***', x: **655**, y: **156**, width: **480**, height: **579**, angle: **325** },

{ name: '***love7***', x: **234**, y: **145**, width: **670**, height: **579**, angle: **355** },

{ name: '***love8***', x: **64**, y: **622**, width: **880**, height: **579**, angle: **355** },

{ name: '***love9***', x: **22**, y: **72**, width: **450**, height: **459**, angle: **355** },

],

},

// ... (other category info) ...

],

}