

You can use the Assets section to store other types of files in your BMPR:

- requirements documents
- specs
- Photoshop or Illustrator files
- PDFs
- or any other file that's associated with the project.

We call these “non-image assets” and they can be added to your project by dragging them into the Assets view, just like images.

NOTE: Assets are limited to 20 Megabytes per file, for performance reasons.