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thread: [\[HOW-TO\]Flappy Mods | M](#)[PulseDroid](#)

20th February 2014, 05:09 PM (Last edited by PulseDroid; Today at 08:22 AM.)

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Thanks Meter 1919

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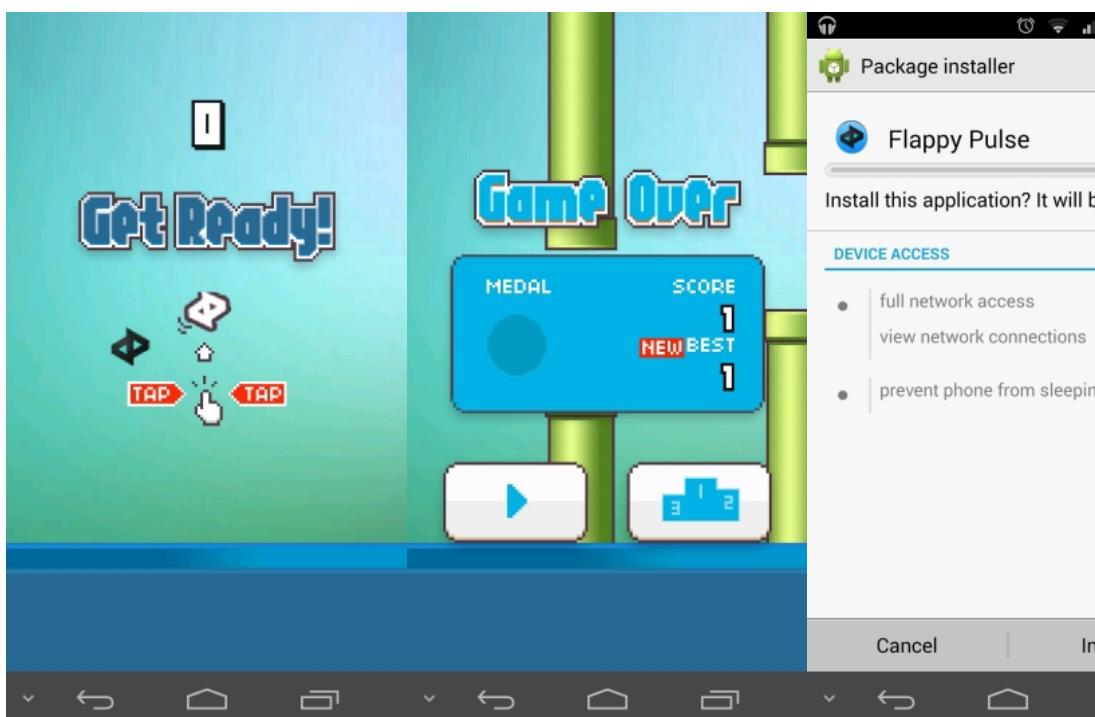
[HOW-TO]Flappy Mods | Make your own Flappy Bird!

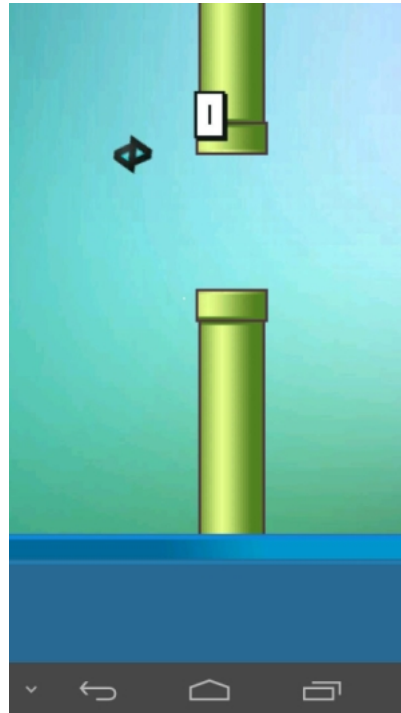
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We all know **FlappyBird** that super irritating bird crashing into every obstacle it sees. Since **FlappyDoge** was released I am sure some of you and snooped around a bit. I made this thread for the less advance users who haven't had the guts to do that! Think how cool it would be **your version of Flappy_____ that has your face on it!** 🤖

I've created some elements in Photoshop (**and attached the psd's**) so that you find editing the game even easier.

Here is an example I quickly did (Really quickly :P) :





Tutorial:

1. Decompile:

- First off download the original FlappyBird [Here](#)
- Then decompile it with [this tutorial](#)

Code:

```
C:\Path to apktool>apktool d "Original FlappyBird.apk" workspace
```

2. Graphics:

Now we get to the actual modding, download my zip [here](#). In there is a font folder, open that up and install the font.

- Unzip then navigate to **assets/gfx** - This folder contains most of the Graphic elements of FlappyBird. (The birds, Buttons, Score etc.)
- In there is two files, a psd and png, open the atlas.psd in Photoshop and edit away, I categorized the parts already. **Note:-** If you d you can edit the png, it will be a little bit harder though.
- Copy the "atlas.png" to the **assets/gfx** of the decompiled apk.

3. Splash:

- In my Zip, navigate to **drawable** - Once again there is a psd and png file, edit as you like.
- Copy the "splash.png" to **/res/drawable** of the decompiled apk.

4. Icon:

- The folders: drawable-640dpi ; drawable-mdpi ; drawable-xhdpi ; drawable-xxhdpi contains different sizes of icons.
- Edit them as you like, again there is psds and pngs. - **You can easily change the color gradient in Photoshop!**
- Copy all the **ic_launcher.png** files to their corresponding folders in the decompiled apps /res directory.

5. App Name and Others:

In my Zip, navigate to /values in there is a **strings.xml** open it with your choice of advanced text editor (e.g. Notepad++). To **change the app name**, edit the following line:

Code:

```
<string name="app_name">Flappy Pulse</string>
```

Then copy the strings.xml to the decompiled apk's **/res/values/** folder.

6. Recompile & Sign:

Again recompile using [My guide](#).

Code:

```
C:\Path to apktool>apktool b workspace FlappyExample.apk
```

Remember to sign your app otherwise it wont' install! - I always use Zipsigner

That should do it! Hope you learned some things **and had fun**, enjoy raging at your own personalized Flappy_____

Thanks to @holabola for indirectly giving me the idea.



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