

Thank you for purchasing. If you have any questions that are beyond the scope of this help file, please feel free to email via my user page or (Mev.Belayachi@gmail.com)

Folder Content

- Included files on package :
- Source code (editable .c3p file)
- HTML5 folder (playable in a website)
- Assets Game
- Documentation (this help file) Template Feature

Template Feature

- Full game, ready to be included in your site
- High Resolution
- 100% responsive, in portrait and landscape
- Polished visual for a better experience
- Code 100% editable in Construct
- Easy to add or reskin images
- Easy to change features like difficulty, speed, and others
- AdMob Supported in Construct (not included in code)
- Compatible with all popular browsers
- Without third-party plugins external to the Construct
- Compatible with Construct 3 Getting Started

Getting Started

Editing C3P files in Construct 3

Step 1: Launch Construct 3 Open the Construct 3 application on your Browser (firefox, Chrome, Edge)

<https://editor.construct.net>

Step 2: Open the C3P file Click on the "File" menu at the top left corner of the Construct 3 window, and select "Open" from the dropdown menu. Browse to the location where your C3P file is stored, select it, and click "Open."

Step 3: Explore the project layout Once the C3P file is loaded, you will see the Construct 3 interface with various panels and tabs. The main workspace is the layout editor, where you can design and arrange the elements of your game. Take some time to familiarize yourself with the different panels, such as the Project Bar, Layout View, Event Sheet Editor, and Properties Bar.

How to Reskin the c3p file

Step 1: Opening the Project

Launch Construct 3 (<https://editor.construct.net>) and open the C3P file you want to reskin. Ensure that the Project Bar on the left side of the screen is visible.

Step 2: Locating the Assets

In the Project Bar, locate the folder or folders that contain the assets you want to replace. Expand the folder(s) by clicking on the arrow next to their name(s). Identify the specific assets (such as sprites, sounds, or backgrounds) you wish to reskin and make note of their names.

Step 3: Preparing New Assets

Prepare the new assets you want to use for the reskin. These could be new images, sounds, or any other relevant media files.

Ensure that your new assets are in the appropriate file formats and meet the required specifications for the respective asset types in Construct 3 (e.g., PNG for images, MP3 for audio, etc.).

Step 4: Importing the New Assets

In the Project Bar, right-click on the folder where the original assets are located.

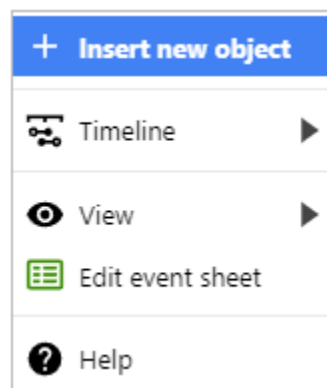
From the context menu, choose "Add new object type."

Browse your computer's file system and select the new asset files you wish to import.

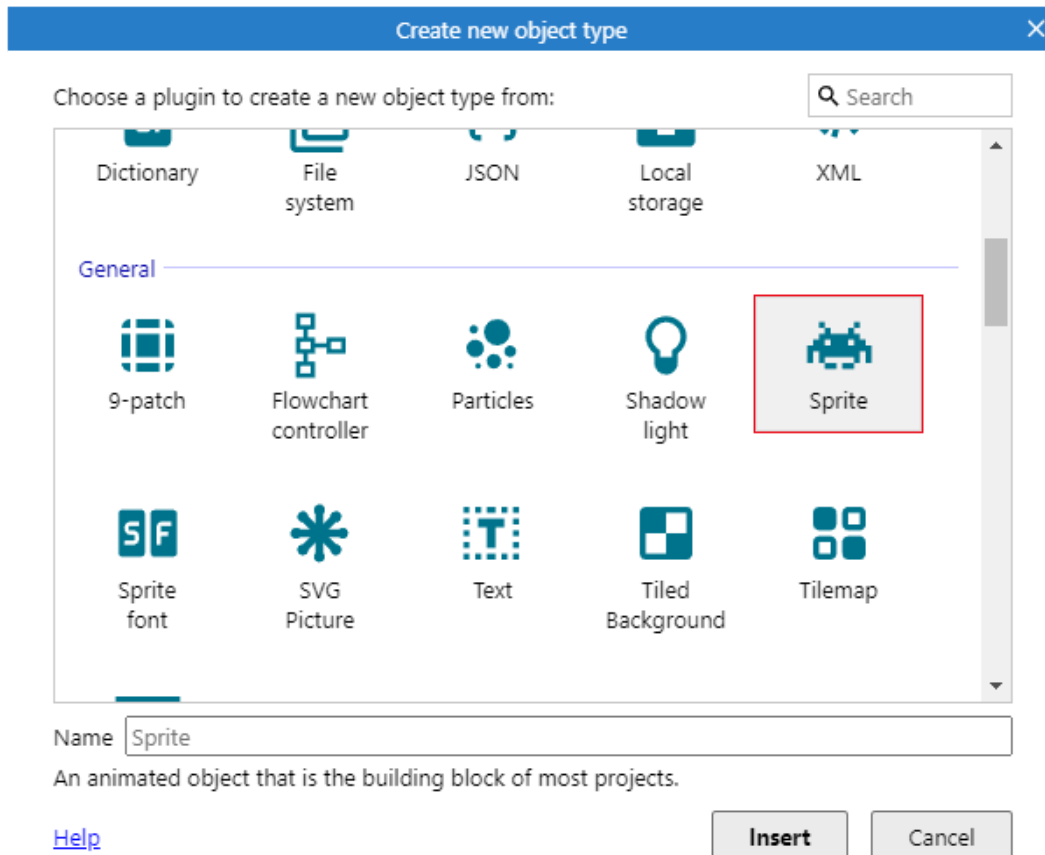
Click "Open" to import the files into your project.

Repeat this process for each asset you want to replace.

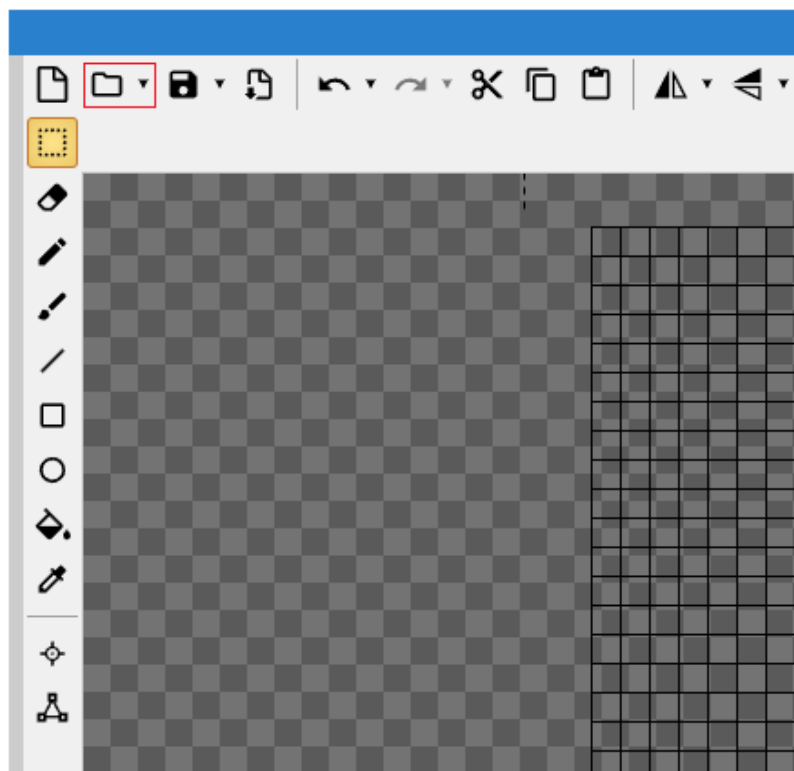
If you want to Add New Objects like (Sprite, Tiled Background, ..) right-click and From the context menu, choose "Insert new objects"



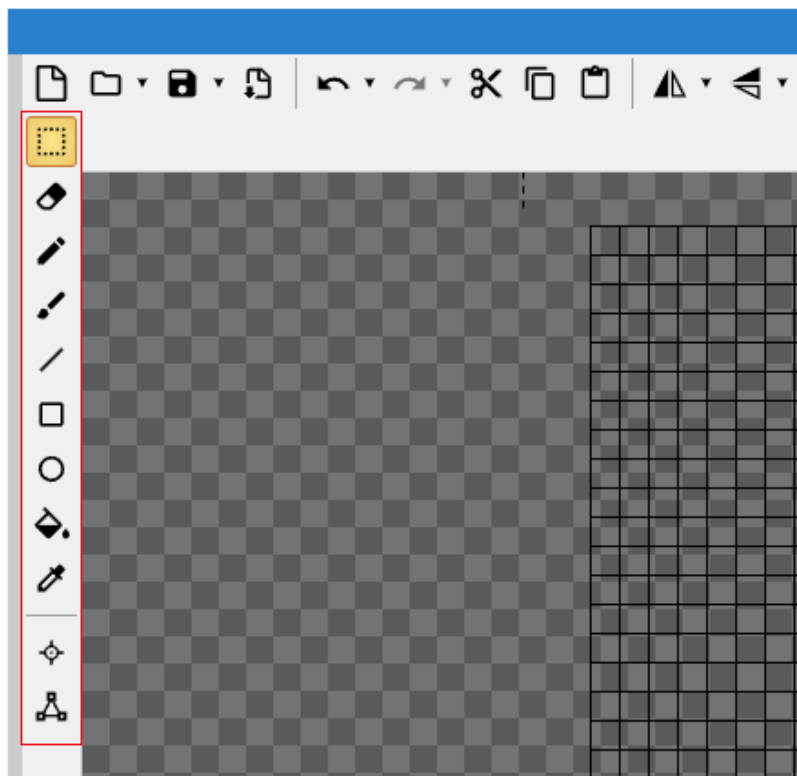
Now choose what type of object you want to insert, for example, we choose sprite



And now Click on (CTRL+O) to load images from files.



Or you can use editor to draw what you want



Step 5: Replacing the Assets

With the new asset files imported, locate the original asset you want to replace in the Project Bar.

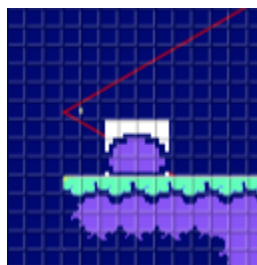
Double click to insert a new object. Double click the Sprite object. When the mouse turns to a crosshair, click somewhere in the layout to place it.

A file browser dialog will appear. Locate and select the corresponding new asset file you imported.

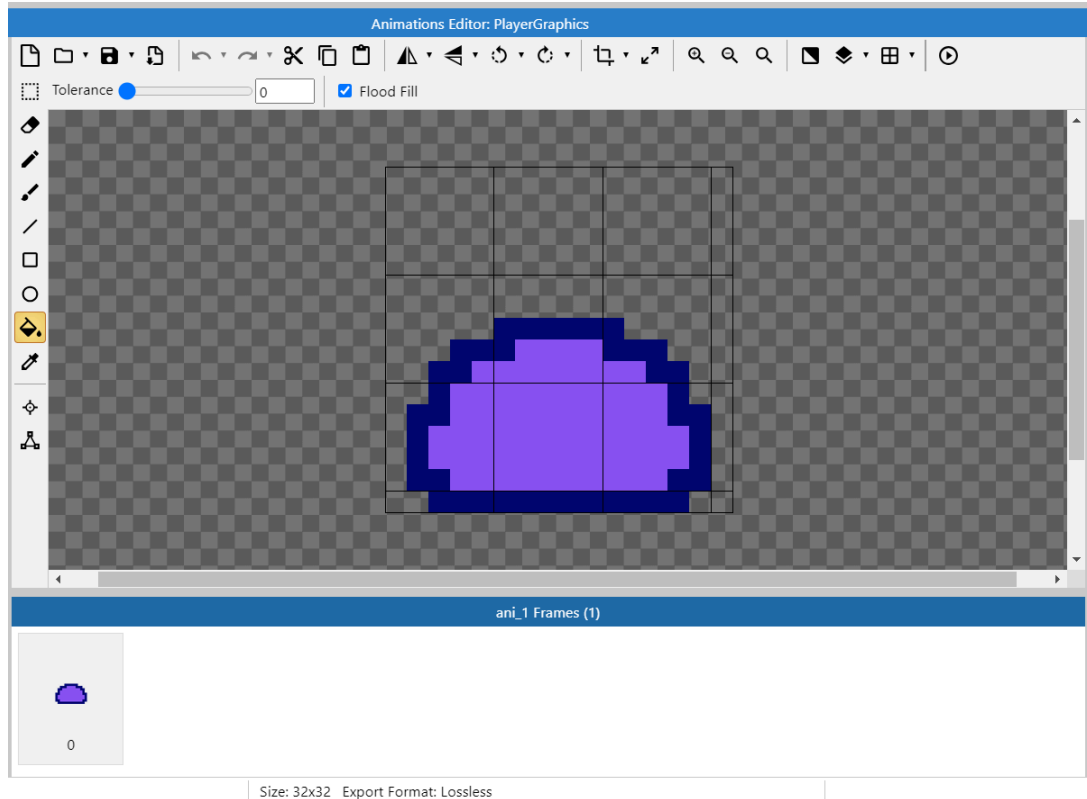
Click "OK" to replace the asset.

Repeat this process for each asset you want to reskin.

If you want to change sprite Double click on it



Click on (CTRL+O) to load images from files.



Now you can replace the asset with one you want.

Step 6: Adjusting Asset Properties (if necessary)

If the new assets have different dimensions or properties from the original assets, you may need to adjust their properties to ensure they display correctly in your game.

Select the new asset in the Project Bar or on the game layout.

In the Properties Bar on the left side of the screen, you can modify properties such as size, position, playback settings, etc., as required.

Step 7: Testing and Saving

To see the changes, click on the "Preview" button at the top of the Construct 3 interface.

Test your game to ensure the reskinned assets work as intended.

If everything looks good, save your project by selecting "Save" from the "File" menu or pressing Ctrl+S.

For more information go to [Construct 3 manual](#)

If you have any questions you can contact me any time (mev.belayachi@gmail.com)