

Beast Buster

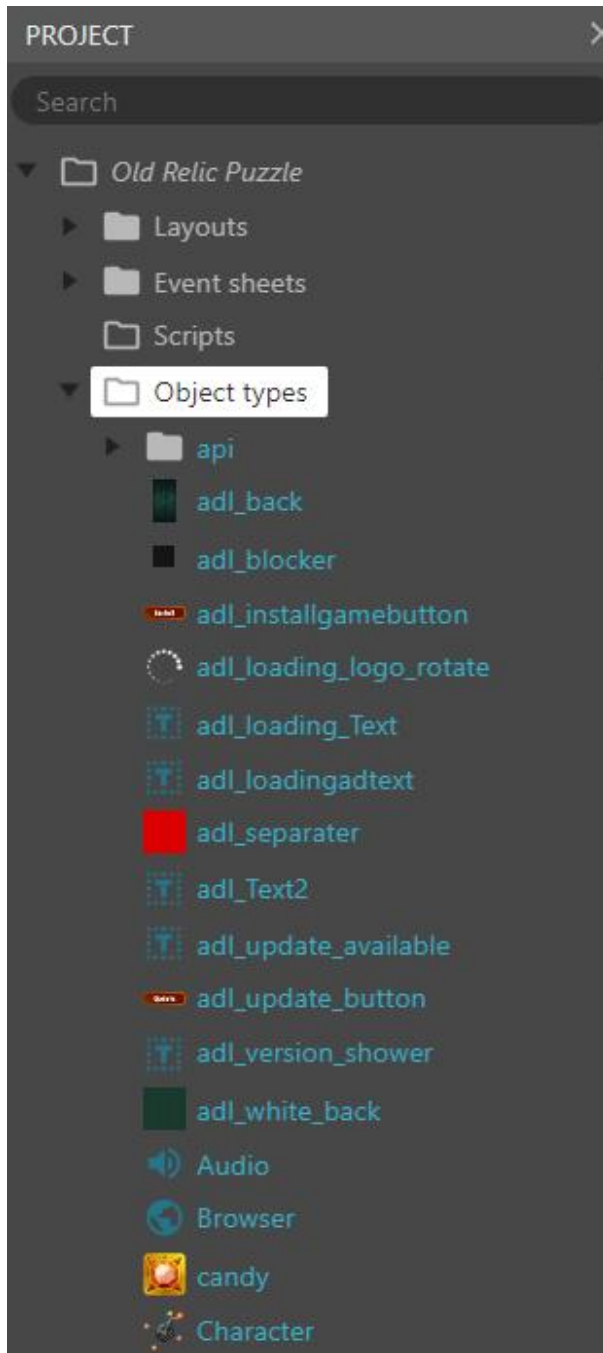
By Nimboos



How to change Graphics:-

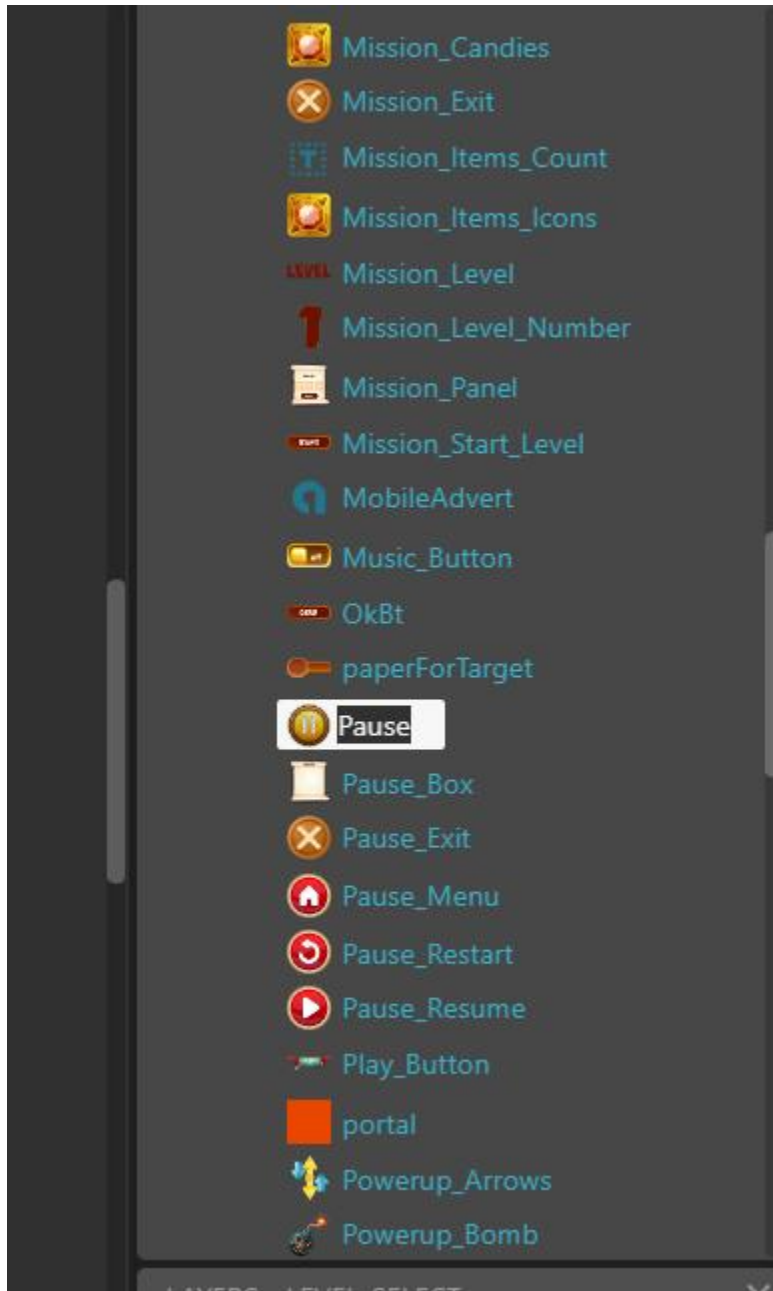
To change graphics in construct 3 you have to follow some steps :-

Step 1:-In Project bar find the Object types



Step 2:- Find The Sprite You want to Replace

In the Object Type, locate the sprite object whose graphics you want to change. Double-click on the sprite object in the Project panel or Layout View. This will open the Image Editor where you can see the current graphics of the sprite.



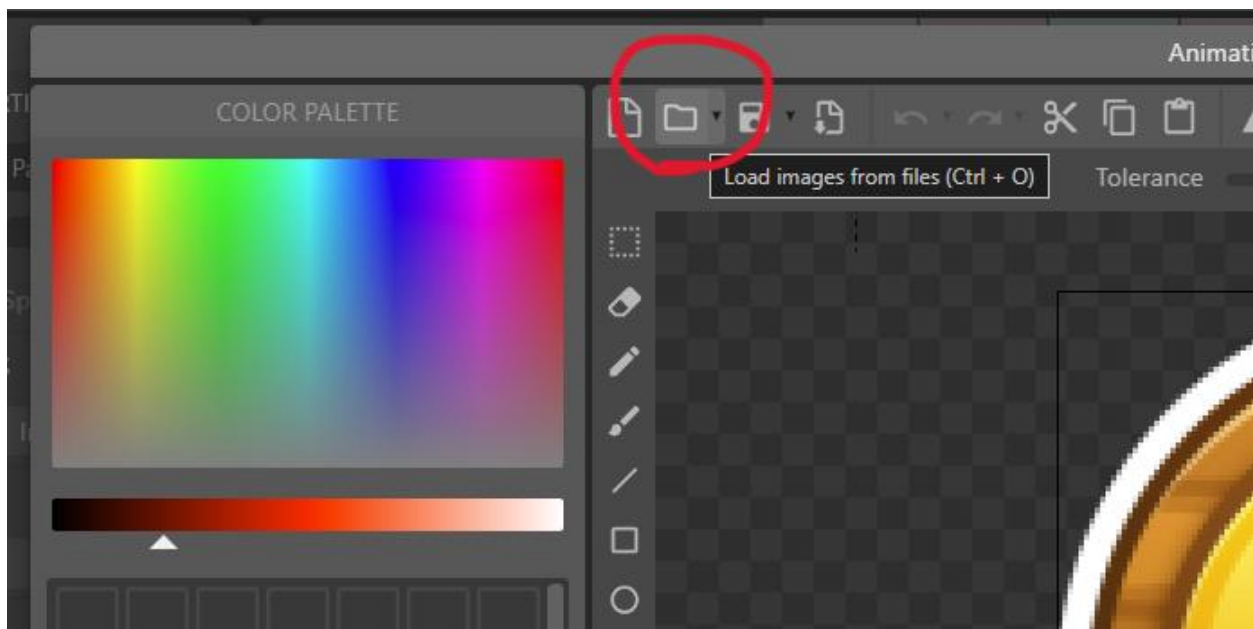
Double Click the Sprite to open the sprite editor.



Step :- 3 Import New Graphics:

In the Image Editor, click on the Folder icon to import new graphics.

Navigate to the location of your new graphic file, select it, and click Open.



Step 4:-Replace Animation Frames

If your sprite has animations, select the animation from the Animations panel.

Replace each frame of the animation by repeating the import process for each frame.



Green arrow shows where you can change the Frame and red arrow shows Animations

Step 5:- Save Changes

Close the Editor and press Ctrl+s

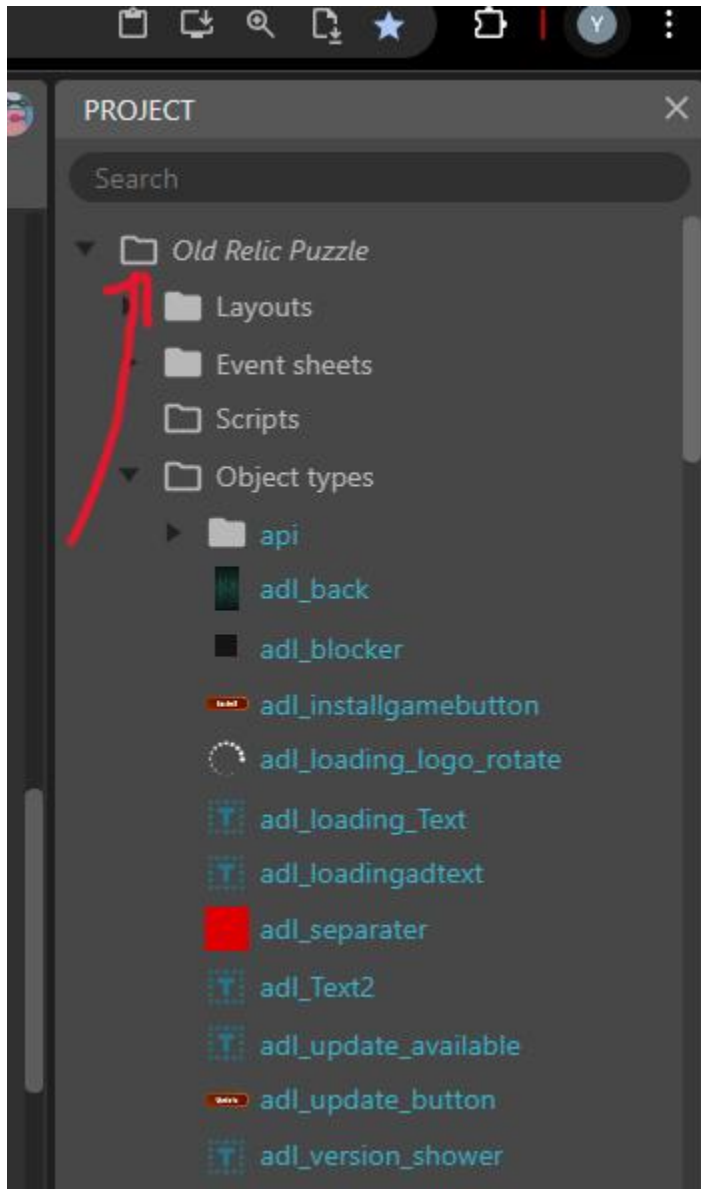
Step 6:- Preview the Changes

press F5 to run the game and preview the changes you have made.

How to change Package name:-

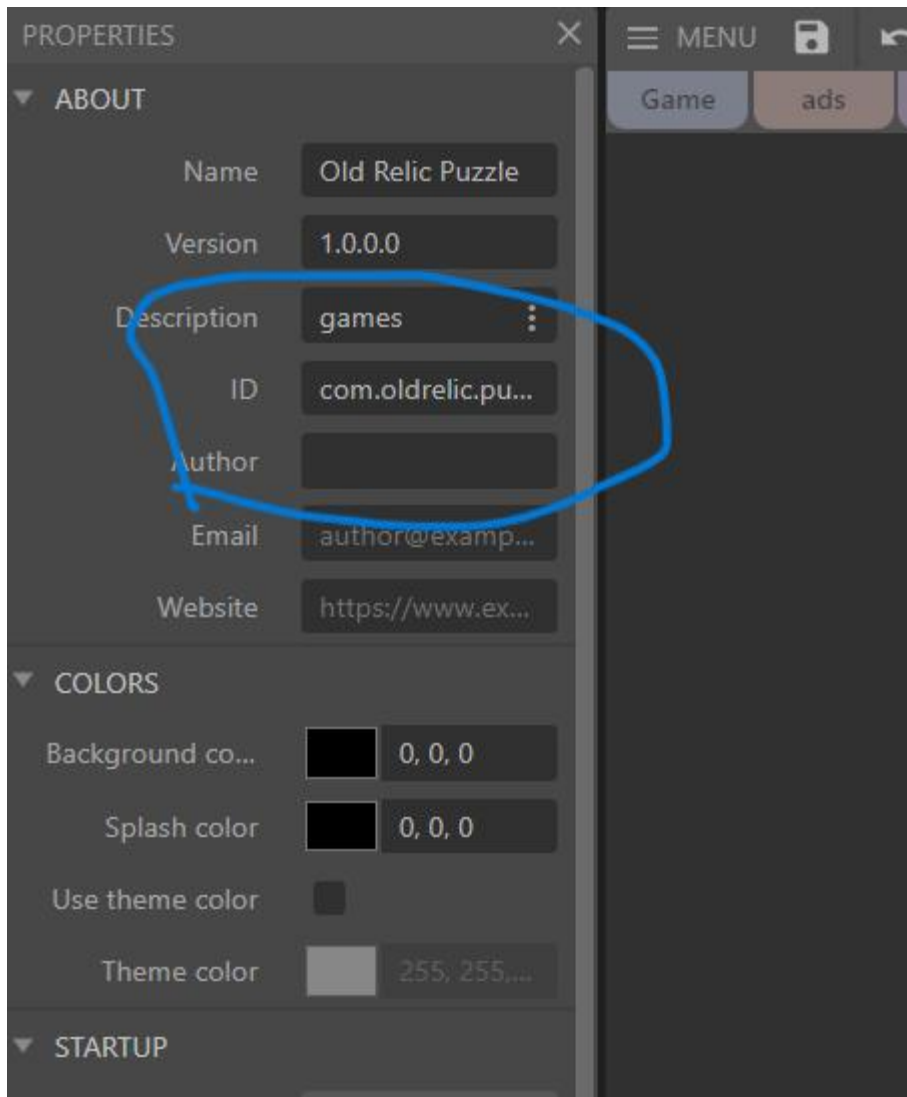
Step 1:- Access Project Properties and Locate the Package Name Field

Click on the project name in the Project panel.



It will Open the Project Properties panel

Scroll down in the Project Properties panel until you find the Package Name field Or ID Field



Step 2 :- Edit the Package Name

Click on the ID field and enter your new package name.

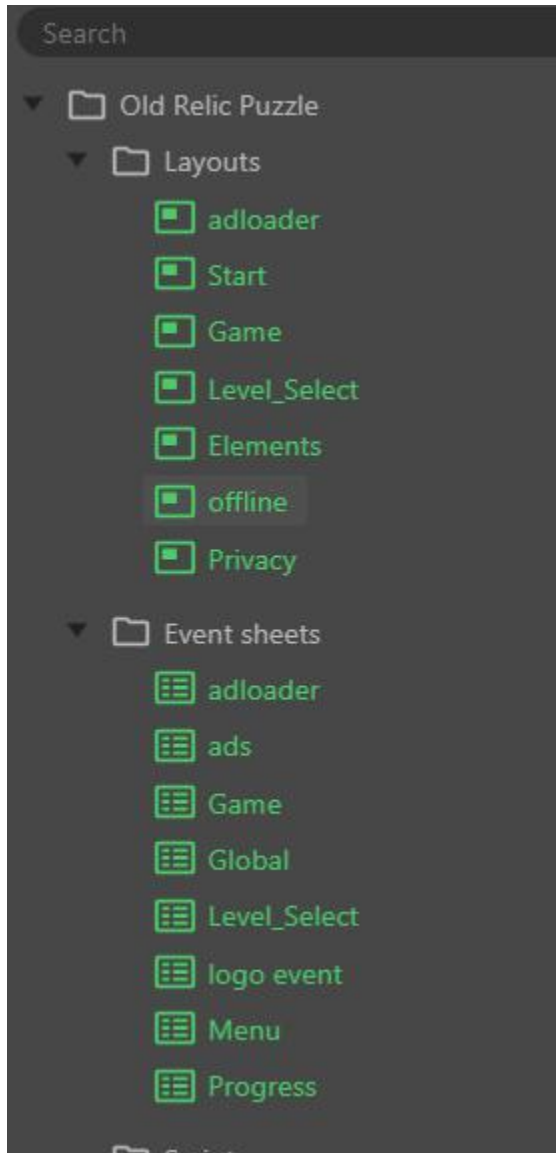
Step 3:- Save the Project

Save your project by clicking File > Save or using the Ctrl+S shortcut.

How to change Banner ID, Interstitial ID and admob ID name:-

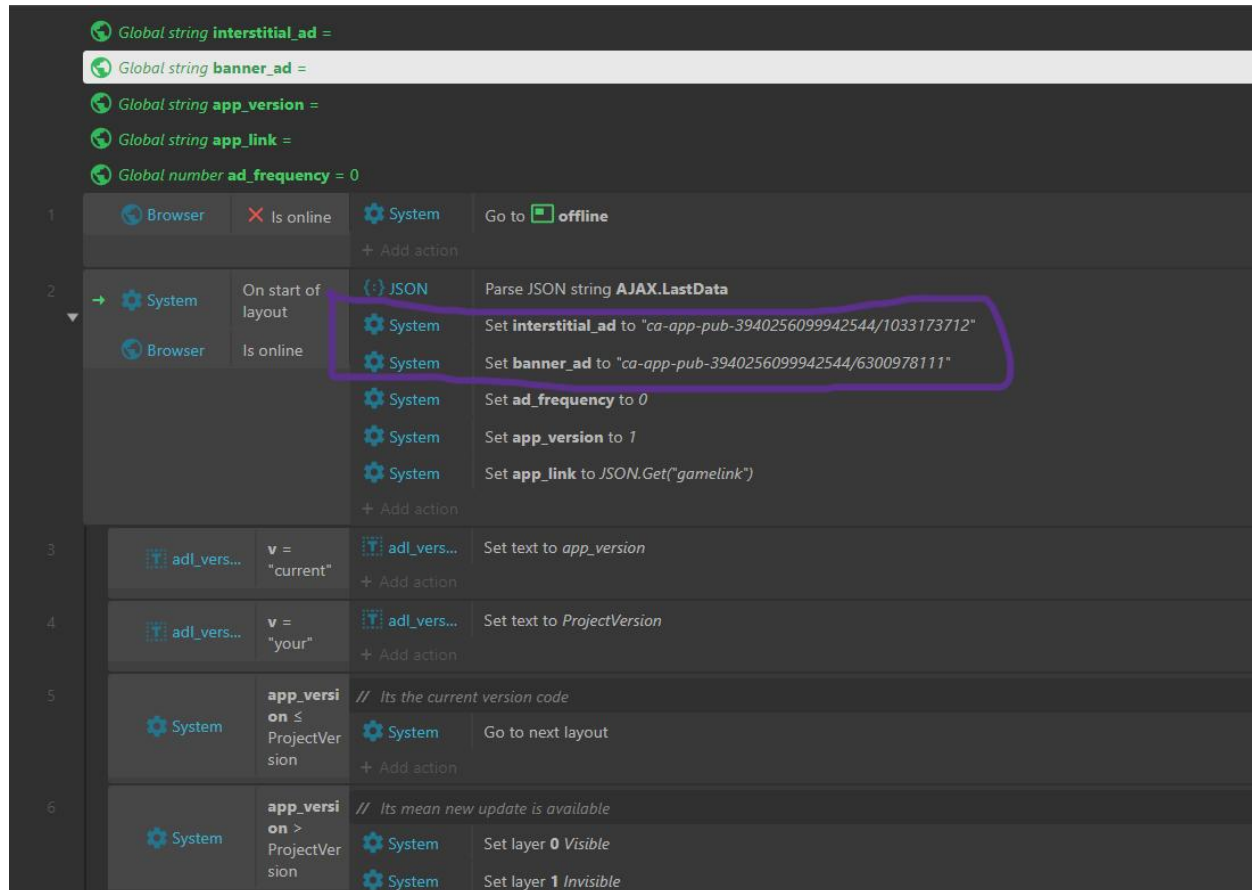
Changing the Banner id and Interstitial Id

Step 1:- Open the Adloader EventSheet



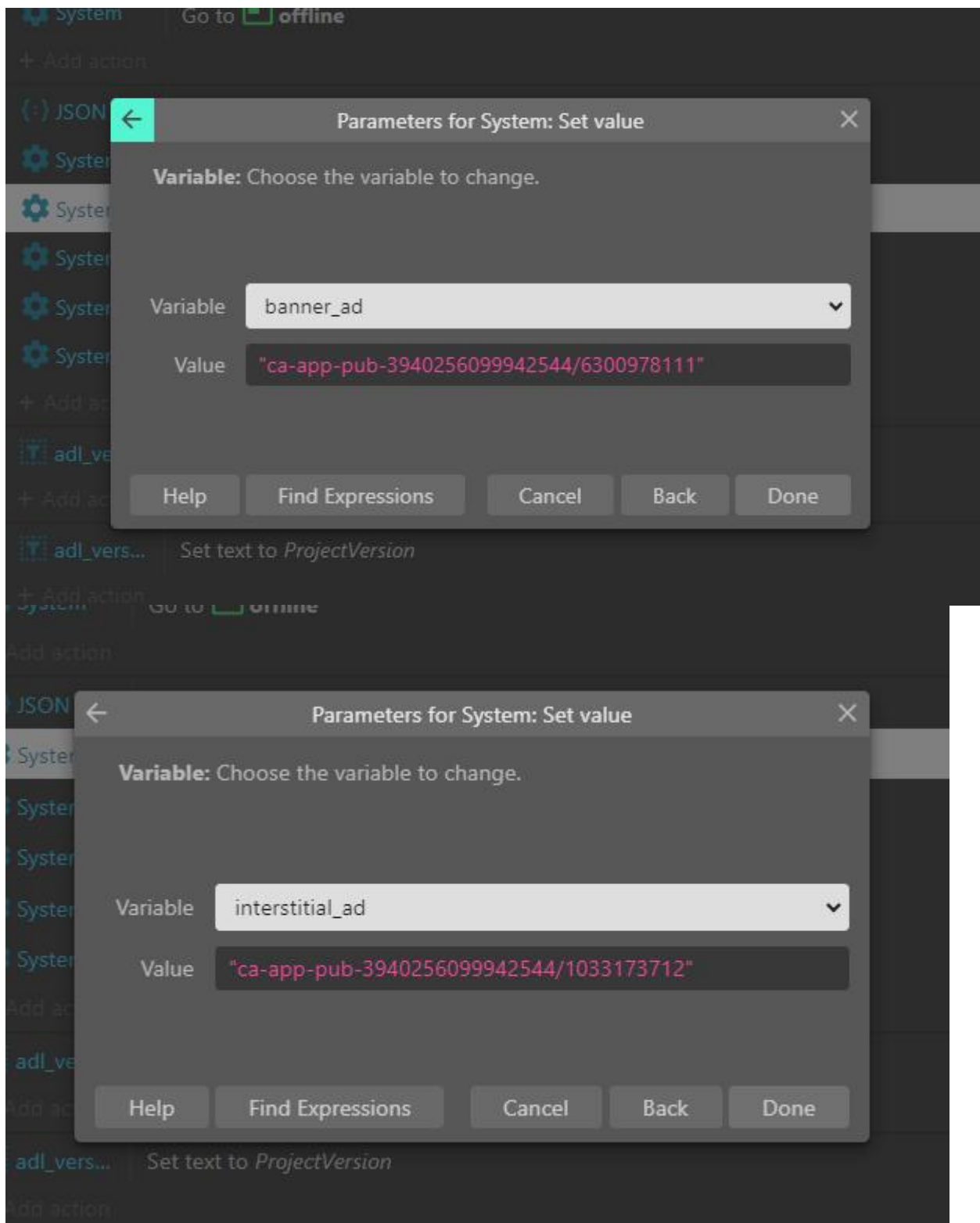
In adloader event sheet on starting 1 or 2nd event you will find the actions set

interstitial ad and set banner ad



Step 2:- Change the ID of both

Click on them One by one and replace the id's (Make sure you add ids between " Double inverted comma ")



Step 3 :- Save the Project

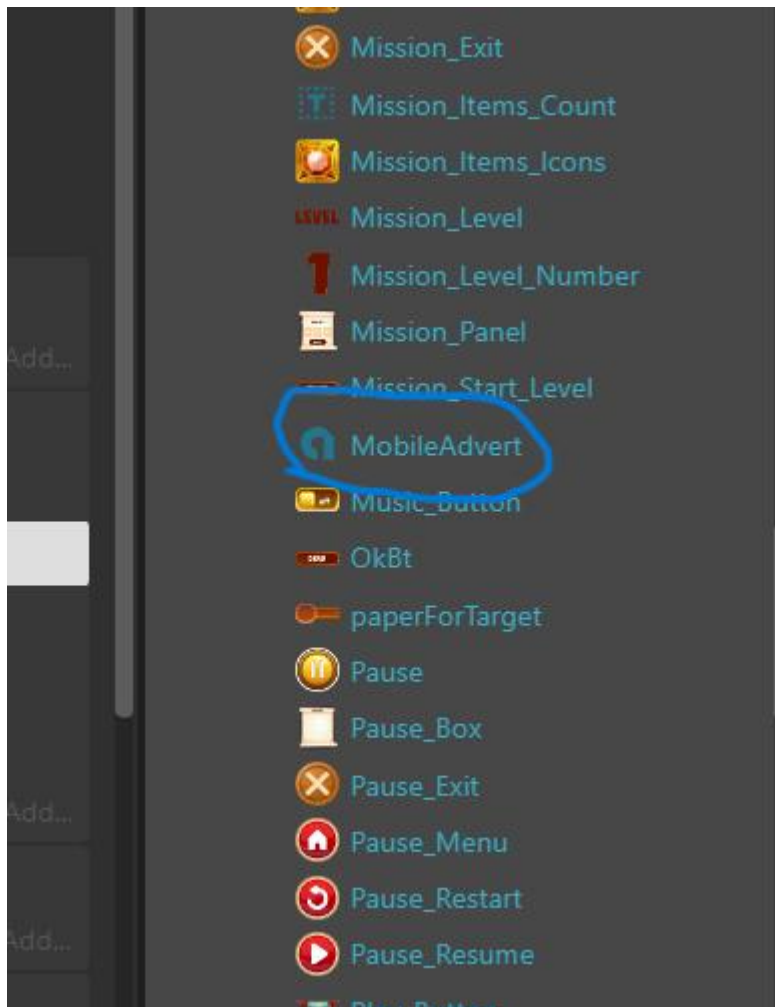
Save your project by clicking File > Save or using the Ctrl+S shortcut.

Changing the Admob Id

In construct3 Admob is known as Mobile Advert

Step 1: Access the MobileAdvert Plugin

In the Project panel, locate the MobileAdvert

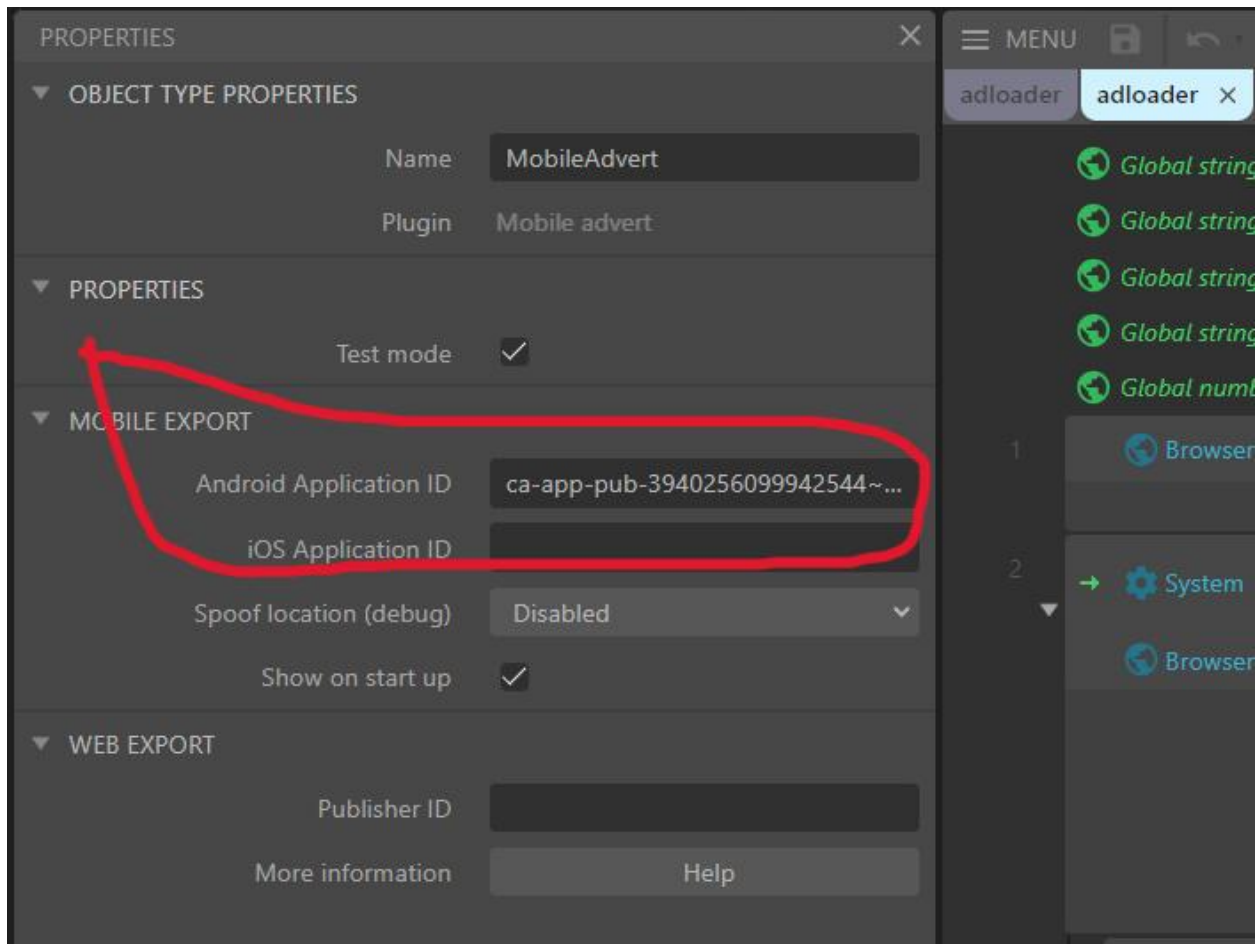


plugin.

Click on the plugin to access its properties.

Step 2 :- Update the Android Ad Unit IDs

Update the properties of the MobileAdvert plugin with the new Android ad unit IDs.



Step 3 :- Save the Project

Save your project by clicking File > Save or using the Ctrl+S shortcut.