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This section provides an overview of Design 2, including the homepage, interface, project structure, various formats for project preservation, exports and publications, the technologies behind the games, and some good practices and performance tips to consider when using the program.

### 2.1 Home Page

When downloading Designs 2 for the first time you should see the home page, something like: This screen gives you a good starting point when using Construct 2. It has useful links such as Creating a New Project, the latest tutorials on the Internet, recently opened projects, links to our Facebook, Twitter and Google pages and more. Tutorial Start Guide If you're new, you'll find a link at the beginning of the Building Tutorial guide 2 *⚡*. This is a step-by-step guide that will help you create your first game. Examples If you want to open projects that have already been completed to see how Construct 2 works, you can open the Space Blaster or Ghost Shooter demos, which are cutting-edge examples, so don't worry about their complexity. They only pretend to show what the program can do in the hands of an experienced user. In the Examples folder where you installed Construct 2, here are simpler examples. Click View of all samples to view them. There are about 40 of all kinds from simple demos to platform games or physical effects. It is highly recommended to consult with everyone. Common questions such as How can I install the default controls? there are examples explaining how this is done. Settings You can change the Show Home page in The Startup and Close Home Page settings when I click something in the Preference Dialogue. 2.2 The Next Chart interface indicates important parts of the Construct 2 user interface. Below is an overview of each section and then analyzes each section in detail. 1: File menu and tape tab Build 2 uses a tape interface that tabs the toolbar similar to those in Office 2007 and later. The blue button with the arrow down in the file menu, and to the right of it is a strip of tabs that change the bottom with different options and buttons. There is also a quick access toolbar with four of the most commonly used commands: Save, Undo, Redo, and Preview. You can add and remove buttons to your liking: click on the little arrow on the right to weigh it. If you want to have a lot of commands in this bar, you can show it below the tab strip. 2: Layout View visual editor where you place objects for design levels, menu screens and more. See Layout. 3: View Tabs These Tabs allows you to move between different layout views and event page views to determine the logic of the game based on your events. You can click and drag the tab in another of the views to put them side by side. 4: Bar Property In this bar you will see a different list of properties depending on where you clicked. You can view and change the properties of layouts, objects, layers and more. See the section of the Bar Real Estate. 5: Project Bar and Layer Bar default project bar and layer bar appear here in the form of tabs. The bar project shows an overview of everything in your project. The layer bar can be used to add more layers to the layout. 6: Project Bar/Layer Bar Tabs This allows you to switch between one bar and another. 7: Object Bar contains a list of items in your game. You can take and drag objects from here and put them in the layout. The context menu (right to button) has many options for filtering or displaying objects in different ways. See the object bar. 8: Status Bar At the bottom of the editor's box is status Bar. Shows: You do Construct 2 during time-consuming tasks such as exporting or saving a project, how many events in the project and the approximate size of the active layer file where the new objects are positioned by the mouse position on the layout coordinates the current level of scaling. 9: Buttons in the top right corner As the usual Windows buttons minimize, maximize and close, we also have a Pin Ribbon button to force the permanent display of the tab strip, and an envelope button to open the dialogue envelope with information and credits about The Design 2. You can customize the interface to your liking. You can take and drag to any position in the editing box. In addition, you can automatically hide the bars to have more space: tap the pin icon on the bar and it will become a simple tab. Place yourself on the tab to reopen the bar. Bars can be hidden and displayed on the Top Stripe View tab. You can also create a split-screen view by clicking and dragging one of the layout tabs or event pages in the review. This can be useful on large monitors. 2.3 The Construct 2 Project Structure consists of the following elements, which can be accessed through the design bar, which contains a tree with all of them. Items in the bar project can be organized in subfolders (in licensed versions), which is very useful for medium or large projects. For more information manual section of the Primitives project. Layout levels, menus, tile screens, and other pre-defined layout objects. In other layouts programs, they can be known as scenes, rooms, frames, or stages. For more information, visit layouts. The layouts also consist of several layers that are used to place objects at different depth levels. They are controlled through a layer of bar. Event List determines the logic of the game. In Construct 2 events are an alternative to programming. Layouts have a related event page for their work. Event pages can be reused between different layouts with a sheet of events includes. They are edited in the view of the event page. To expand on events, see the Events section, especially how events work. The type of object type of object defines the 'class' object. For example, TargetTroll and Full Enemy can be different types of objects. You can create multiple instances of an object type. For example, there could be three Troll Enemy and five Full Enemy types. It's important to have a clear understanding of the difference between the type of object and the instances: they relate to different things. To expand on information, see The Supplements, Object Types, and Copies. Types of objects can also be grouped into families. The System object represents the functionality built into Design 2. This is the only object that defaults to an empty project. Can't be added or deleted. There are no examples of this object. It is present only and gives access to the built-in aspects of the Game Engine Construct 2. Its terms, actions and expressions are documented in the Help System. Sounds and music In the game there are sound files for effects and music. Sounds should be used for short-lived effects that are heard in events such as collisions or explosions. Music should be used for longer sound tracks. It is important to organize the audio files correctly, because the sounds are downloaded before the game starts, but the music is played in the stream. This means that if thematic music is mistakenly placed in the Sounds folder, it will need to be downloaded at all (and it may take some time) before the game starts. The sounds placed in the Music folder hang immediately because they are an exit from the server itself. Music and sounds should be available in Ogg Vorbis (.ogg) and MP3-4 AAC (.m4a) formats. This is because web browser developers do not agree on an audio format for the Internet and everyone implements the other Internet and Safari use. m4a files and all other browsers (Firefox, Chrome and Opera) to use. ogg files. Design 2 converts sound when imported into a program. For more information, visit the audio, sounds and music of Import. Project Files Files, external to the project, can be imported. For more information, see Common Units in Design 2, sometimes you need to include values such as angles, speed, or measurements. The same units are always used to support the project and avoid errors, except when it nods in deceptions or is displayed in the editor. The usual ones are the following. Positions in pixels. Origin (0,0) is in the top left corner of the layout, and the Y axis is a step down (as usual in engine games). Sizes in pixels. Corners in degrees. 0 degrees on the right and increase clockwise. Times in seconds. Pixel speed per second. Accelerations in pixels per second per second. Indices based on 0 To support programming languages, all Construct 2 features that use a number of objects in the list (indices) start at 0 instead of 1. This may seem strange at first and take some time to get used to, but in most cases it is much more convenient than starting with one. Usually the lists of the know-it-all are 1,2,3... but in Construct 2 (and other programming languages) they are 0,1,2... 2.4 Conservation and sharing projects there are two types of projects that you can work on that are saved in different ways. This does not affect the functionality of the game, but has its advantages and disadvantages when editing. When you start a new project, you need to choose one of the types. Folder projects can be stored in a folder. This keeps different parts of the project in different files. For example, each layout is stored in a different file in the Layouts subfolder. Projects on the folder are saved and downloaded faster. This makes them more suitable for medium or large projects. They are also good for working together and for everyone to work on their files separately and then put them together. The main file of the project has an extension. caprxj. This file doesn't contain the entire project: it's just a list of all the files you use. If you want to share a project, this file is not useful in itself, you should save it one project file (.capx). Projects with a single file (.capx files) This type is often more useful for small projects. There is only one file to save, download or share. However, they persist and load more slowly because 2 You need to squeeze and unpack the project from the file. It also complicates joint cooperation. These files are the email version of the project folder. You can rename. capx into .zip and view all the files. Conversion between types It is easy to move from one type to another and vice versa. Open the project and select the file - Save as a project... Save it as a project folder or file - Save as a single file... for the other guy. Since .capx files are qIP files in the project folder, they can also be converted by renaming them .zip and unpacking it wherever you want. Conversely, you can compress the project folder into .zip and change the extension to .capx. 2.5 Testing and posting your game's Test To check the game during its development, you can view by clicking on the icon to play in a quick access bar or in a group by clicking F5 or clicking the right button on the layout of the project bar and selecting a preview. So you can view the game without having to download it online. If you want to try it on other mobile phones, tablets or laptops/PC, you can easily do so on your local network (such as Wi-Fi). For more information, see How to view a tutorial on your local network *⚡*. You must export and then publish the project (like download it) before someone else can play. You can't share it online during the preview. Export For project exports, use the file menu, strip, or project bar to open an export project dialogue. If you are interested in technical details that are designed for export, see the Technology section. Spreading your Construct 2 project makes games into HTML5, and there are many ways to distribute them. It can be with your own server, Scirra Arcade *⚡*, Chrome Web Store *⚡*, Facebook *⚡* and more. The *⚡* Tutorials section on the Scirra.com website covers each of these options that are summarized in The Publication and promote your game tutorial made in Construct 2 *⚡*. 2.6 Construct Technology 2 creates HTML5 games that can be played online in a web browser on various devices and operating systems, including portable devices such as mobile phones or tablets, thus making sure that your game reaches much more people. This section is a summary of the technologies used and is designed for most technical users, you can ignore it if you are more interested in using Design 2. Web browsers browser is a program that downloads and displays web pages on your computer. The most popular are: Macs also usually bring Safari *⚡*. Some are also available for mobile phones and tablets. HTML5 HTML *⚡* the initials HyperText Markup Language HyperText) This is a standard format for building web pages from the beginning of the Internet. HTML5 *⚡* is the fifth major revision of this standard and began widespread use in 2011. It includes many new features, but few of them can be applied to games. However, HTML5 is still the best way to describe the technology used to create games in construct 2. Javascript is also the standard language for web page programming and is also used for gaming. Of particular interest in HTML5 is the new tag that creates a rectangle on the web page where you can display any content. It's perfect for gaming. All games made in Construct 2 use this tag to display the game. HTML5 is comparable to Adobe Flash technology, which dominated Internet games until 2011, the difference is that HTML5 is an industry standard, not a product controlled simply by a company like Adobe. Flash also works as an external addition to the browser to download and install separately, while HTML5 is already included in the browser. This means that HTML5 games will also work on devices without Flash support, such as iPhone or iPad. Given its advantages, HTML5 can replace Flash on the Internet. Javascript Javascript *⚡* which is a standard programming language for the Internet. Lets add interactivity to them, as well as traditional desktop apps. This is the standard that all industries involved accept. Javascript is not Java. These are two pro-com languages with a similar name. Java applets is a different technology that can work on the Internet, but it's completely different from Javascript. Try not to confuse languages: Games made in Construct 2 don't need Java to run. Modern browsers compile javascript into the machine's native code (or processor instructions). This ensures that websites (including games) that use JavaScript work as quickly and efficiently as possible. Javascript is a language that collects a lot of garbage, which makes games susceptible to stops or failures during this collection. Design 2 is optimized to create as much debris as possible, recycling objects whenever possible. All instances of the object are recycled if the object is destroyed and re-created. This helps improve performance and ensures that the game runs freely. The plug-ins and behaviors of SDKs Javascript developers can expand Construct 2 with their own plugins and behaviors. For more information, see Canvas Renderers, HTML5, has two different ways to use canvas.Game on page: Simple 2D context and Context WebGL based on OpenGL. WebGL is twice as fast and has more features, including effects support, but is not supported on all platforms. Most browsers support it, but Internet Explorer doesn't. Construct 2 supports both technologies for visualizing the game. WebGL can be turned on or off in Project Properties. It's usually best to have it turned on, as it will make the game run faster in WebGL mode and the effects won't work without it. If WebGL is not supported by a user's device or disabled, Construct 2 returns to 2D context. In this case, the game can be played the same way, but it will go a little slower and will not look so good. Since Internet Explorer doesn't support WebGL best if you use it, it's a good idea to switch to another browser like Firefox or Chrome. You can also tell your potential players to do the same. WebGL can't be supported on your computer if it's not yet enabled. In this case, 2D context will be used. You can check which render is used in the rendering game itself, which returns canvas2d or webgl. The obfuscation and compression of your game's JavaScript code is reduced and tangled with Google *⚡* closing. This reduces the size of the downloads and duplicates that someone can detect the code used in your game. Images are compressed in PNG format. They also shrink more when exported to ensure that the load is as small as possible. For more information, see the image compression message in Design 2 *⚡*. Design 2 Sound supports the Web Audio API in Google Chrome for low-delayed sound effects. The standard HTML5 tag is used in other browsers. Offline support Although HTML5 games are played in a web browser, games made in Construct 2 use the HTML5 AppCache option to allow them to play offline. This is very useful for iOS and Chrome Web Store apps, as many users can be disabled while playing. In addition, AppCache helps reduce bandwidth on the servers where the game is hosted: files will only be downloaded once, and when it is returned, will be downloaded locally from the disk (when the update is quietly checked). For more information, visit *⚡* in Construct 2. The most important thing is that your server should be configured to service .appcache files with text like MIME/cache-manifest, but the standalone support won't work and will result in you wasting a lot of bandwidth. 2.7 Good Practices Reserve Time nothing on your computer or in the zip/audioyou use ideally, your computer may fail and programs can close unexpectedly. Reserve time to protect against data loss. It is very important to back up time to other sites. If all copies are on the same computer or stored on disks that are in the same building, any disaster, such as fires, floods, or chain equipment failure, can result in you losing all backup work. Design 2 comes with features that make automatic backups, including external copies using Dropbox. For more information, see Keep Your Work Safe with backup tutorial options. This tip is not just for Design 2. It is very important to follow it in any important work you have on your computer. Don't wait to lose files before thinking about it. People usually lose their jobs because they have bad habits when it comes to managing their copies, not to be one of them! Try different browsers and devices highly recommended to check that your game is working as expected in several browsers. Although IN THEORY HTML5 is a standard that is implemented equally across all browsers, in practice there are changes from one browser to another (e.g. performance, features, text visualization, etc.). You need to have a few installed to make sure they work the same at all. Use the Preview in Browser property to test your desktop and preview your local network *⚡* to test it on your mobile phone. Touch Screen Support Many users move with touch devices without the need for a mouse or keyboard. Whenever you can, you have to develop your game to show on these devices, perhaps with a touchscreen. For more information, see *⚡*. Recommended file formats you should prepare graphics and sounds in other programs before importing them into Construct 2. Best formats: 32-bit PNG (Portable Network Graphics) for images. Choose a 32-bit option before the 8-bit option so you don't lose quality. 32-bit PPGs have no loss of quality in helenia and support for alpha channel transparency. By default, Windows Paint doesn't support this transparency, choose another editor as Paint.NET *⚡*. You can choose other formats, such as JPEG, to reduce the size of the finished project. However, if possible, you should continue to import it into a 32-bit PNG and allow Construct 2 to re-edit it when exporting. For more information on this topic, see the blog post Compression Images in Design 2 *⚡* 16-bit PCM WAV for sound. They are classic .wav files, but not all of them are in this If you use Less Windows 7 you can import a 16-bit PCM .wav file into Design 2, and it will encode it in AAC and Ogg Vorbis. Both formats should work well in any browser. For more information, see Security never includes usernames or passwords in events. They will be visible as text in the exported javascript and some users with bad intentions may take control of the account. If you need to connect to a database, write a server script (PHP, ASP...) that does this, and then call the server URL. Performance there are several ways to optimize the performance of the game, so it always works fast. Perhaps the most important thing to develop for mobile devices is to test it on your device from the start. A computer can be 10 or 20 times faster than a mobile and something that functions well in one can be desperately slow on the other. For more information, see Use Memory Some designers include the entire level in one large image, such as 10,000 x 10,000 pixels. This method should be avoided at all costs. Not only does this waste a lot of memory, but many devices don't cover large images of a certain size, and so your game won't work for all users. Typically, the maximum size allowed for all systems (including mobile phones) is 2,048 x 2048 pixels. You should still avoid them and design levels that use medium-sized images (such as 512 x 512) to create Tiled Backgrounds to fill the layout, and then design the level by instantly image the backgrounds of tiles and Sprite objects. Each instance can be modified and rotated separately, which will help prevent a repetitive appearance. Note that the 10,000 x 10,000 pixel image uses about 400MB of memory and can leave some computers locked. On the other hand, a level consisting of three backgrounds of 512 x 512 pixels and 50 different sprite objects of 200 x 200 measurements will use less than 20MB of memory (20 times less) - should be taken into account when designing for the low memory that mobile devices have. Effects Remember that the effects need WebGL to display and are not always supported. Make sure you set it up correctly and check your designs with WebGL disabled to make sure it looks good on systems that don't support it. Project Management If you're on a team, you're probably going to use some kind of code management program, such as SVN, which is very useful for folder-based project management. You can bring the changes together and highlight the changes each user has made. It also has a history of change and can be returned back at any moment. Design 2 retains information about the project in XML format, so it lends itself well to this type of management. Individual work If you're working alone on a project, it's probably easier to use a single file project (.capx files). If your project grows a lot, you will notice that Build 2 will take longer to save and download with Unzip CAPX messages... or squeezing CAPX in the status bar. At this point, it would be more useful to convert it into a folder project. 2.8 Performance Tips Mobile Devices Modern Desktops are very powerful. Usually the main performance problem is that the game works well on mobile phones and tablets. This is more difficult for several reasons: they have less powerful hardware: processors and graphics chips are slower and have less memory. They work Javascript slower. The graphics are rendered more slowly. You should check your creations on mobile devices from the start because your computer is probably ten times faster. To avoid unpleasant surprises, often check the work of the game to make sure that it works well. The LAN Preview option can be done quickly and easily. You have to develop the game as simple as possible low potential mobile devices and with low frame rate (30 FPS can be good). The following three tips will help you achieve better performance on mobile devices: In project properties, set 'Pixel rounding' to 'On'. This prevents objects from being drawn between pixels, which can be slow in the device's software renders. Avoid using too many objects or particle effects because mobile devices have more restrictions than desktops to work with them. Places objects that use the same mixing modes, or affects the same layer. For example, if you have a lot of objects that use additive mixing mode (used in explosions, lasers, and other effects), make sure all of these objects are on your own layer. Also make sure they are on this layer if the objects are created on the fly. Switching between multiple effects can reduce performance, and this ensures that all objects that use the same effect are drawn at once. Exporting through CoconJS *⚡* or directCanvas *⚡* can significantly improve performance on Android and iOS if your device's browser is slow. Mobile performance will improve over time, so if you're having problems now, future devices or software updates will improve it. The main reasons for poor performance Are some of the the reasons are listed below, although there may be other reasons that slow down your game. These are the main ones. Too many objects that use behavioral physics makes very intensive use of the processor. Using too many objects with this will slow down the game a lot. You have to design your games to be used only small and large objects, not much and little. Create too many objects Although modern computers are very fast, they still have limited computing power. Creating more than 1,000 items can slow down the game. Try to develop the game so you don't need so many objects. The expression of the object counting system will tell you how many objects you use. Checking too many collisions Testing collisions or overlaps between two types of objects, each consisting of 100 instances, will require 10,000 collision checks. If this is done in each cycle at a rate of 60 frames per second, it will be 600,000 collision checks per second, which is a great job for the processor. Try to check collisions only if necessary or with a timer (for example, once a second) or use fewer objects. Using too many effects Effects is visually appealing, but they can slow down the game a lot of abuse, especially on mobile devices. The use of the effect on an object with too many instances is particularly slow - it is usually much more efficient to place objects on the same layer, and then apply this effect to the layer itself. This allows the effect to process everything at once, rather than applying it over and over again on every small object. Unnecessary use of effects Never use effects to handle the erectal impact on the object. For example, don't use the 'Grayscale' effect to keep the object black and white. This will reduce performance when you can do the same by importing a black and white image, without applying any effects. Using too many particles, Object Particle can easily create hundreds of particles. Each of them is similar to a sprite, so they can quickly consume all the computing power. Avoid using more than a few hundred particles on desktop computers. It's a good idea that you don't use them for mobile devices if possible; if you're still using them, use as little as possible at low rates. ParticleCount helps you calculate how much you've created. Using Sprites instead of tiled backgrounds To create too many objects can cause a drop in performance, and a very common mistake is to use the Sprite object grid instead of file background objects. For example, the 20x20 sprite grid has 400 objects, which has a significant by the number of objects. One background in the you can replace them and it is only considered an object. Tile backgrounds are optimized to replicate the texture so in this case it's literally 400 times more efficient than a sprite grid. If possible, use tiled backgrounds. Using a slow browser Not all browsers have the same performance. You'll get better performance in your browser by testing a wide range of them. Without hardware acceleration, it uses hardware acceleration from a computer graphics card. But sometimes Canvas 2D uses slower software renders. There is no easy way to explain this, but it usually points to poorer performance in the system. Check it out on multiple systems to see if there is only one underperformance and make sure you have updated graphics card drivers *⚡*. Using too many cycles is rarer, but using too many cycles, both for, for each, and repeat can slow down the game; especially the hinges. To check if this is a problem, try temporarily disabling cycle events. False performance ideas The following reasons are usually blamed for the impact on performance (e.g. frame rate during execution) but probably have little or no effect: Image formats (e.g. JPEG, PNG-8, PNG-32) affect download size, but have no effect when running the game (all of them unzipped to a 32-bit bit card at the beginning). Audio formats are the same, the only impact of download size is not performance. The number of layers usually has no effect either. If many of the layers have changed their transparency, have many effects applied, have mixing modes other than Normal or use the force of their own texture. However, with multiple levels with default settings, there is no impact on performance. The number of layouts also does not affect the size of the game download. The size, angle and transparency of tile sprays/backgrounds and floating point positions (such as sprite placement on X x 10.5) are not affected when using hardware acceleration. This can be a bit surprising, but modern graphics cards usually have a small sprite at the same speed as a large sprite (full screen or even more) and regardless of angle, transparency or position. However, if the game is a software renderer, it can make a difference in its performance: Check it out on a variety of systems. WebGL WebGL helps games run faster on desktop computers. This system is twice as fast as a canvas renderer so to improve performance, you need to make sure it's included in the project's properties. However, WebGL is not always supported, so activation does not guarantee that the game will be displayed with WebGL. Uses the expression of the rendering system to determine which one is being used. There are several reasons why WebGL can't be rendered: the browser doesn't implement it. For example, Internet Explorer does not currently support it, always using a slower canvas 2D render. To improve this, you only have to use a compatible browser like Firefox or Chrome. The graphics card driver is out of date. To ensure a stable view, browsers sometimes disable WebGL if the graphics card is known to be problematic. By updating the graphics card driver and *⚡* solve this problem. Your computer is too old or has hardware that doesn't support this technology. Some older graphs don't have WebGL support. If possible, get more up-to-date to fix it. However, don't forget that your game can still be used with canvas 2D rendering - it will just be a little slower. More Notifications For more information and performance notifications see The Optimization blog: Don't waste your time *⚡*. Testing and measuring from the start of the project you should use the frame rate indicator and be aware of its performance. This will let you know if a particular change seriously affects overall performance. Check your game on as many systems and browsers as possible. If you think that something is causing a problem, it is usually easy to check it out in theory: back time the project, remove the item in question, and see if the frame rate has improved. If this already has a cause for the problem, if not, you should keep looking. It always measures performance. Computer systems are complex and there are many unforeseen performance results. The only way to know what impact it has on performance is to measure it. If you don't see a significant difference, it probably won't affect it. How to measure performance There are two systemic expressions that are important to this: fps - returns the current frame rate per second. Usually the highest is 60 per second, but can vary depending on the system. renderer - returns canvas2d or webgl depending on the painter in use. WebGL is twice as fast, but not always available. For more

information, see any of them in Text to monitor performance while the game is being tested. You can use an action like: Set the text on fps and FPS () This will display a text line like 60 (webg) with the frame rate and renderer used. Use.

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