Object\_behavior.cpp

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# Description

Many classes inheriting from [Object](../Object/Object.docx) are inside a namespace called *obj*. These classes are single objects and determine how they behave (Might be inspired from Unity)

# General layout



Of course, replace [Name] with the name of the object. Init() is called when the object is created, update() every frame. You can also create variables inside the class. You can also define other functions.

If the functions create other objects, and the definition is below the class, you’ll have to define the functions below in the intended region.