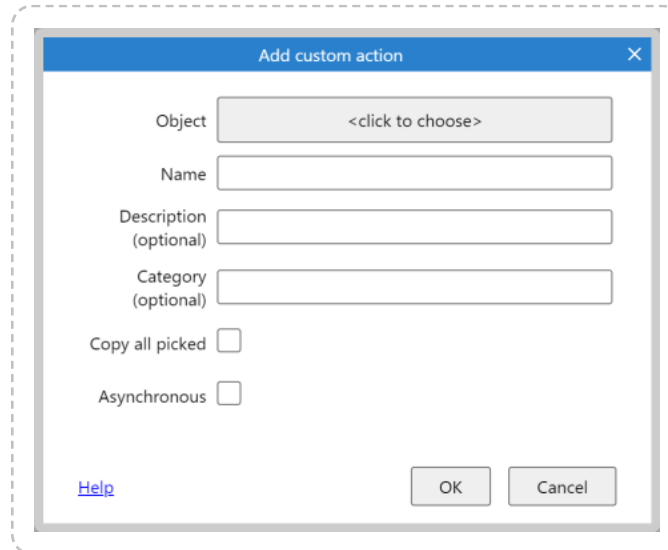


# ADD/EDIT CUSTOM ACTION DIALOG

View online: <https://www.construct.net/en/make-games/manuals/construct-3/interface/dialogs/custom-action>

The add/edit function dialog appears when adding or editing a **custom action**.



This dialog has the following fields.

## Object

Click the button to choose the **object type** or **family** the custom action will belong to.

## Name

The name of the custom action. This will appear in the **Add Action dialog** and in the event sheet to identify this custom action. Object types are allowed to add a custom action with the same name as a family custom action, in which case the object type's custom action works as an override.

## Description Optional

An optional description of the custom action, for your organisational purposes. This is displayed in the **Add action dialog** and can be a helpful reminder of what the custom action does.

## Category Optional

An optional category for the custom action, for your organisational purposes. Custom actions with the same category are grouped together in the *Add action dialog*, providing a way to arrange related custom actions together. This field autocompletes with existing category names used, making it easier to use the same category names.

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### Copy all picked

By default custom actions run with only the same instances of the given object picked as the action that called it. Check *Copy all picked* to instead run the custom action with the same instances of all objects picked as the action that called it, much like the *Copy picked* setting for functions.

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### Asynchronous

Tick to mark the custom action as *asynchronous* (or *async* for short). This means calls to this custom action can be used with the System action *Wait for previous actions to complete* if the custom action does any of its own waiting. Note this has a small performance overhead, so for best performance leave this disabled if you don't need it.