

SCRIPTING REFERENCE

View online: <https://www.construct.net/en/make-games/manuals/construct-3/scripting/scripting-reference>

This section of the manual has a comprehensive reference covering all the APIs available in the scripting feature. You can use this to explore the available APIs or learn more about APIs of particular interest.

Commonly used APIs

The following classes may be a good place to start to learn more about Construct's scripting APIs.

- **IRuntime** is the runtime script interface representing the Construct engine and is typically the entry point to all other APIs. It's typically accessed by a variable named `runtime`.
- **IInstance** is the base class of all object instances, and its derivative **IWorldInstance** is the base class of all object instances that appear in the layout.
- See also the **Plugin interfaces** and **Behavior interfaces** sections, which cover APIs for things like the Sprite plugin and Bullet behavior.