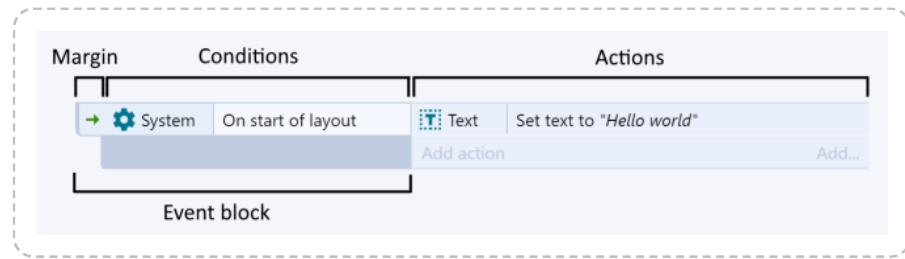


ACTIONS

View online: <https://www.construct.net/en/make-games/manuals/construct-3/project-primitives/events/actions>

In events, **actions** do something, such as create an object or go to another layout. They appear to the right of the event.



Actions only affect the **instances** that met the event's **conditions**. See [How Events Work](#) for more information.

To add an action to an event, click the **Add action** link that appears beside the event underneath any existing actions. For more information on adding and editing events, see [Event Sheet View](#).

Breakpoints

Paid plans only It's possible to place a breakpoint on an action, to pause execution when it is reached in the **debugger**. For more information, see [breakpoints](#).