

# FLOWCHART

**View online:** <https://www.construct.net/en/make-games/manuals/construct-3/project-primitives/flowcharts/flowchart>

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The flowchart itself does not have a lot of information - in fact it only has a name which is used at runtime by the **Flowchart Controller** to create instances of flowcharts defined in the editor. Usually it is the nodes inside a flowchart that are of the main interest.

## Adding flowcharts

Right-click the flowcharts folder in the **Project Bar** and select the **Add flowchart** option.

To edit a flowchart, double click on it in the Project Bar or right-click on it and select the **Open** option from the context menu. Doing any of those things will bring up the **Flowchart View**.

## Flowchart properties

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### **Name**

The name of the flowchart. Used at runtime to create an instance of a flowchart that the Flowchart Controller can manipulate.