

# SYSTEM OBJECT REFERENCE

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

---

The **System object** is the only object built in to Construct. It provides features to access the runtime engine, and utilities that are useful for most projects. For more information on the System object see [Project Structure](#) from the Overview section of the manual.

Since the System object provides a lot of features, it is documented in separate sections for its conditions, actions and expressions.

- [System conditions](#)
- [System actions](#)
- [System expressions](#)