

OBJECTS

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

In Construct **objects** perform most of the useful work in a project. Most of the things you see in a Construct project are represented by objects, and there are also hidden objects for other purposes (e.g. audio playback).

When inserting a new object, typically you first choose the **plugin** in the dialog (e.g. *Sprite*). This then creates an **object type** (e.g. *TrollEnemy*). When the mouse turns to a crosshair this allows you to place the first *instance*, and you can duplicate the instance to create more of them.

Understanding the differences between them is essential to use Construct effectively, especially *object types* and *instances*. The rest of this manual section goes in to each aspect of objects in more detail.