WELCOME TO THE CONSTRUCT 3 MANUAL

View online: https://www.construct.net/en/make-games/manuals/construct-3

Welcome to the official Construct 3 manual! Construct 3 allows you to quickly and easily develop games directly in your browser. This manual provides a comprehensive reference of all of Construct 3's features.

The manual starts by covering the interface of Construct and how to get basic tasks done. Later on it provides a detailed reference of all plugins and behaviors, including the System object. Remember if you get stuck or run in to an issue, it's always worth checking the relevant manual entry in case it includes information that will help you solve your problem.

Construct also has links to the manual in various dialogs and menus to help you jump directly to the relevant manual page for that part of the software. Finally, dedicated users may want to read the manual to learn about all the possible features you can take advantage of. There may be many hidden gems you didn't know about, but are documented here in the manual.

Errata

If you find a mistake or omission in the documentation, please file an issue on the Construct issue tracker with a link to the relevant manual entry and an explanation of what you think is wrong. We'll take a look and make any necessary updates.

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