

# SCRIPTING REFERENCE

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

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This section of the manual has a comprehensive reference covering all the APIs available in the scripting feature. You can use this to explore the available APIs or learn more about APIs of particular interest.

## Commonly used APIs

The following classes may be a good place to start to learn more about Construct's scripting APIs.

- **IRuntime** is the runtime script interface representing the Construct engine and is typically the entry point to all other APIs. It's typically accessed by a variable named `runtime`.
- **IInstance** is the base class of all object instances, and its derivative **IWorldInstance** is the base class of all object instances that appear in the layout.
- See also the **Plugin interfaces** and **Behavior interfaces** sections, which cover APIs for things like the Sprite plugin and Bullet behavior.