

IObjectClass INTERFACE

View online: <https://www.construct.net/en/make-games/manuals/addon-sdk/reference/object-interfaces/iobjectclass>

The `IObjectClass` interface is the base class of `IObjectType` and `IFamily`.

`IObjectClass` cannot be created directly. However any parameter that accepts an `IObjectClass` can accept any derivative, i.e. an object type or a family.

Methods

GetName()

Return the name of the object class.

GetProject()

Return the `IProject` representing the object class's associated project.

Delete()

Immediately deletes this object class from the project without any confirmation prompt. All events referencing it will also be removed. This cannot be undone.

Use this with care as it does not warn the user and cannot be undone.