

IFAMILY SCRIPT INTERFACE

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

The `IFamily` script interface represents a family in the project, e.g. a family of Sprite object types created in the Project Bar.

`IFamily` derives from `IObjectClass` which is a base class shared with object types (`IObjectType`).

Getting an IFamily

As with object types, references to the project's families are typically accessed through the `IRuntime` interface `objects` property. For example `runtime.objects.Family1` would refer to the `IFamily` interface for the family *Family1*, assuming it was added to the project.

Family APIs

`getAllObjectTypes()`

Returns an array of all the `IObjectType` members of this family.

`*objectTypes()`

Iterates over all the members of this family (as `IObjectType`).

`hasObjectType(objectType)`

Returns a boolean indicating whether the specified `IObjectType` is a member of this family.