# **Introduction to the Application Programming Interface**

## **The CoreObjectBehavior Class**

When an object is created through the Creation Window, it inherits from the CoreObjectBehavior class. This allows the object to call a myriad of methods that affect the object behavior.

The script on an object has two methods that are used to call these API methods:

1. **buildGame():** This method is called once during the lifetime of the object, when the object is created.
2. **updateGame():** This method is called once per frame.

The API methods provided should be instantiated in one of these two methods.

There are a number of API methods that fall into the general categories:

* **Informational:** Receive information about an object, the player, or the game state
* **Controller:** Receive information about controller actions (e.g. trigger clicks, controller movements)
* **Object Behavior:** Change the behavior or state of the object (e.g. move object, change object color)
* **Global Scope Behavior:** Change the behavior of global scope activities (e.g. add points, destroy objects)
* **Player State:** Change the state of the player (e.g. position)

## **Empty Objects**

Empty object may be created through the Creation Window. When a script is placed on one of these objects, it inherits from the coreObjectBehavior class, so it has access to all of the methods available to other objects created through the Creation Window. Because an empty object does not have a physical presence in the scene, some methods will not work (such as adding velocity to an object).

The primary purpose of empty objects for behavior that is not specific to a single object (such as creating or destroying objects).