

# Objects

Manipulate and examine units, vehicles and other objects.

To keep the label names brief, two codes are used:

- **"OEP"**: refers to **O**bjects that are **E**ditor-**P**laceable (e.g. units, vehicles, static objects),
- **"OO"**: refers to **O**ther types of **O**bjects (e.g. lights, particles, etc.)

Object commands are divided into the following categories:

- [Editor Objects](#) (OEP)
- [Map Objects](#)
- [Other Objects](#) (OO)

## Objects Commands

- [Editor Objects](#)
- [fn\\_vbs\\_getSimulationProxies](#)
- [Map Objects](#)
- [Objects](#)
- [Other Objects](#)