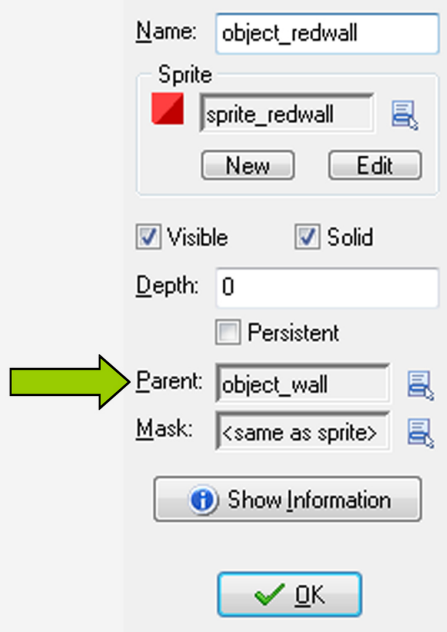# Parenting

Make objects behave exactly the same way without reprogramming

You have 2 options if you want to have multiple walls, enemies, or collectables that the player interacts with the same way.

Option #1: Create a new object and duplicate the object programming

Option #2: Create a new object and select a **Parent Object**

For example: I have a wall and I want to have a red wall in another level. I create the sprite_redwall and the object_redwall. *Instead of programming the player, release, avoid, enemy and boss to collide with object_redwall the same way as object_wall*, I open up **object_redwall** properties and select **Parent<object_wall>**

NOTE: Because it is a wall, the object needs to have to be **Solid.** Visible is optional.

NOTE: You cannot add programming to "child" objects. The parent's programming dominates and voids any "child" programming except, visible, solid, depth, and persistence.