

Objects

Objects are the entities that are passed by apps to the Flock platform via [Methods](#), and can be passed to apps by Flock via [Events](#). There are currently 5 different types of objects that an app can use.

Object	Description
Message	The Message object is used to send messages between users and groups, and which will appear within the chat window.
Attachment	An attachment object is included in any message that has rich content. Attachments are powerful in that they allow you to set multiple properties including title, description, widget, FlockML content, downloads, and attachment buttons.
User	An individual user who has an account on Flock.
Group	A collection of two or more users in Flock.
PublicProfile	Public profile of a Flock user.