Working with ScrollObjects and Custom Classes

ScrollObjects are Class Templates. They provide many functions such as `OnCreate`, `Update`, `OnCollide` etc.

If we had a scroll object class file, say: Spaceship.cpp, it has been included and properly bound, We can create an instance of our object with:

```
ScrollObject *ship = CreateObject("Spaceship");
```

This much is all pretty standard. But when you extend the Spaceship class to support extra methods, using ScrollObject as a class type will not give access to new methods.

In order to create an instance of Spaceship, which gives access to all your new methods, you need to use something like:

```
Spaceship *ship = CreateObject<Spaceship>("Spaceship");
```

From here you can use other methods like:

```
ship->Land();
```