

App Builder Objects Interactive Diagram

When writing Liquid, it can be hard to remember all of the objects that you have available. The diagram below serves as a reference guide.

For example, let's say you're building a workflow where an Action should fire when a comment contains the word **solved**. Using the diagram below, you'll learn that you can easily access a comment's contents using `comments.message` object.

Here's a quick breakdown of the colors used within the diagram:

- The blue boxes represent the highest-level objects that you have available. Specifically, the **Record** that Liquid is running against and the current Onit **User**.
- The red and green boxes represent objects that live within a **Record** or a **User**. The red boxes represent objects that return arrays (e.g., an array of different discrete comments) while the green boxes represent objects that return a single value. When writing Liquid against arrays, you will almost always use a [Liquid for Loop](#) to iterate over each value in the array.