

# DOMINSTANCE SCRIPT INTERFACE

**View online:** <https://www.construct.net/en/make-games/manuals/construct-3/scripting/scripting-reference/object-interfaces/idominstance>

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The `IDOMInstance` script interface represents a single instance of an object type (represented by `IObjectClass`) that appears in a layout and represents a DOM element such as a button or other form control at runtime. It derives from the `IWorldInstance` script interface.

Note these methods can still be used in worker mode, since it does not directly access a DOM element.

## DOMInstance APIs

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### **focus()**

### **blur()**

Focus or blur the DOM element represented by this instance.

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### **setCssStyle(prop, val)**

Apply a CSS style to the DOM element, using a string of the property name (in CSS format, e.g. `"background-color"`) and a string of the property value (e.g. `"red"`).

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### **getElement()**

Return the HTML element used to represent the object.

*Since the DOM APIs are not available in worker mode, this will throw an exception when running in a Web Worker.*