

SOLID BEHAVIOR SCRIPT INTERFACE

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

The `ISolidBehaviorInstance` interface derives from `IBehaviorInstance` to add APIs specific to the **Solid** behavior.

Solid behavior APIs

isEnabled

A boolean indicating if the behavior is enabled. If disabled, the behavior no longer has any effect on the object.

usesInstanceTags

A read-only boolean reflecting the *Use instance tags* property of the Solid behavior. When this is true, the behavior's own tags APIs will have no effect, as instance tags are used instead. This mode is recommended.

tags Deprecated

Set or get a list of tags for this solid behavior instance as a space-separated string. This property is deprecated - enable *Use instance tags* and use the instance tag APIs instead.

setAllTags(iterable) Deprecated

Set all tags for this solid behavior instance using any iterable of strings such as an array or Set. This property is deprecated - enable *Use instance tags* and use the instance tag APIs instead.

getAllTags() Deprecated

Get all tags for this solid behavior instance as a Set of strings. This property is deprecated - enable *Use instance tags* and use the instance tag APIs instead.