

BEHAVIOR INSTANCE EVENT

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

Events fired on **IBehaviorInstance** (or its derivatives) pass an event object as a parameter to the handler function, and this event object has the following standard properties. Each type of event may add other properties - refer to the documentation for each event to identify any further properties that are available.

Standard instance event properties

instance

A reference to the **IInstance** (or derivative) associated with the behavior instance which fired the event.

behaviorInstance

A reference to the **IBehaviorInstance** which fired the event.