IPLUGIN SCRIPT INTERFACE

The `IPlugin` script interface represents a plugin, such as the Sprite plugin. The plugin only exists once in the project: if there are multiple Sprite objects in a project, then each object type is represented with a different IObjectClass.

IPlugin APIs

runtime

A reference back to the IRuntime interface.

id

A read-only string with a unique identifier for this plugin as specified by the plugin developer.

isSingleGlobal

A read-only boolean indicating whether this plugin is a 'single global' type, meaning it is added to the project once and then is available globally, such as with the Mouse object.

getSingleGlobalObjectType()
getSingleGlobalInstance()

These calls are only permitted when `isSingleGlobal` is true. These return the single IObjectClass and IInstance respectively that have been created for this plugin.

isWorldType

A read-only boolean indicating whether this plugin is a world type, meaning it appears in layouts.

isHTMLElementType

A read-only boolean indicating whether this plugin creates a HTML element.

isRotatable

A read-only boolean indicating whether instances of the plugin may be rotated.

hasEffects

A read-only boolean indicating whether the plugin may use effects.

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is3d

A read-only boolean indicating whether the plugin is 3D (i.e. has depth on the Z axis).

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supportsHierarchies

A read-only boolean indicating whether instances of the plugin may be used in hierarchies.

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supportsMesh

A read-only boolean indicating whether instances of the plugin may use the mesh distortion feature.

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static getByConstructor(ctor)

Return an `IPlugin` from its constructor in the `C3.Plugins` namespace, or `null` if it does not exist. For example `IPlugin.getByConstructor(C3.Plugins.Audio)` will return the `IPlugin` interface representing the Audio object, or `null` if the plugin is not used in the project.