

FADE BEHAVIOR SCRIPT INTERFACE

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

The `IFadeBehaviorInstance` interface derives from `IBehaviorInstance` to add APIs specific to the **Fade behavior**.

Example

Below is a sample code snippet demonstrating starting a fade for `inst` (assumed to be an instance with the Fade behavior) and logging to the console when the fade finishes.

```
// Handle "fadeoutend" event which logs to console when
// the fade has finished
inst.behaviors.Fade.addEventListener("fadeoutend", e =>
{
    console.log("Fade finished!");
});

// Start the Fade effect running
inst.behaviors.Fade.startFade();
```

Fade behavior events

See [behavior instance event](#) for standard behavior instance event object properties.

"fadeinend"

Fired when the fade in stage finishes, moving on to the wait stage.

"waitend"

Fired when the wait stage finishes, moving on to the fade out stage.

"fadeoutend"

Fired when the fade out stage finishes. The object may also be destroyed immediately after this event if the *Destroy* property of the behavior is enabled.

Fade behavior APIs

startFade()

Start the fade effect running if it is not already running.

restartFade()

Force the fade effect to restart from the beginning.

fadeInTime

Set or get the fade in time in seconds. Set to 0 to skip this stage.

waitTime

Set or get the wait time, in between the fade in and fade out, in seconds. Set to 0 to skip this stage.

fadeOutTime

Set or get the fade out time in seconds. Set to 0 to skip this stage.