

# 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.