

# IEventParentRow INTERFACE

**View online:** <https://www.construct.net/en/make-games/manuals/addon-sdk/reference/model-interfaces/ieventparentrow>

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The `IEventParentRow` interface is a base class representing any row in the event sheet that can have other events nested beneath it. For example an event group is a parent row since it can have other events nested inside it, but an event comment is not a parent row, because nothing can be nested inside it. Note that the root node of the event sheet is a parent row.

## Methods

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### **async AddEventBlock()**

Add an empty child event block, with no conditions or actions. Returns a promise resolving with the created `IEventBlock`.