

IObjectInstance Interface

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

The `IObjectInstance` interface represents an instance in Construct.

Methods

GetProject()

Return the `IProject` representing the instance's associated project.

GetObjectType()

Return the associated `IObjectType` interface for this instance.

GetUID()

Return the UID (unique ID) the editor has assigned to this instance.

GetPropertyValue(id)

Get the value of a plugin property for this instance by its property ID. Color properties return a `SDK.Color`.

SetPropertyValue(id, value)

Set the value of a plugin property for this instance by its property ID. For color properties a `SDK.Color` must be passed as the value.

GetExternalSdkInstance()

Return the custom plugin-specific SDK editor instance class for this object instance, which will be a derivative of `IInstanceBase`. For example if called for an instance of the addon SDK's *drawingPlugin* sample, this would return the `MyDrawingInstance` class. This method can only be used for installed addons - it will return `null` for any built-in plugins.

Be careful if taking a dependency on a class provided by another developer. Make sure to only use documented and supported methods. If you use features which are changed or removed by a future addon update, then your addon may crash the editor. Scirra will not provide support for crashes involving third-party addons and we will direct affected users to contact the addon developer.