

ROTATE BEHAVIOR SCRIPT INTERFACE

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

The `IRotateBehaviorInstance` interface derives from `IBehaviorInstance` to add APIs specific to the `Rotate` behavior.

Rotate behavior APIs

speed

Set or get the rotation speed in radians per second. Positive values rotate clockwise and negative values rotate counter-clockwise.

acceleration

Set or get the rotation acceleration rate in radians per second per second.

isEnabled

A boolean indicating if the behavior is enabled. If disabled, the behavior no longer has any effect on the object.