

# SOLID BEHAVIOR SCRIPT INTERFACE

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

The `ISolidBehaviorInstance` interface derives from `IBehaviorInstance` to add APIs specific to the *Solid behavior*.

## Solid behavior APIs

### **isEnabled**

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

### **usesInstanceTags**

A read-only boolean reflecting the *Use instance tags* property of the Solid behavior. When this is true, the behavior's own tags APIs will have no effect, as instance tags are used instead. This mode is recommended.

### **tags Deprecated**

Set or get a list of tags for this solid behavior instance as a space-separated string. This property is deprecated - enable *Use instance tags* and use the instance tag APIs instead.

### **setAllTags(iterable) Deprecated**

Set all tags for this solid behavior instance using any iterable of strings such as an array or Set. This property is deprecated - enable *Use instance tags* and use the instance tag APIs instead.

### **getAllTags() Deprecated**

Get all tags for this solid behavior instance as a Set of strings. This property is deprecated - enable *Use instance tags* and use the instance tag APIs instead.