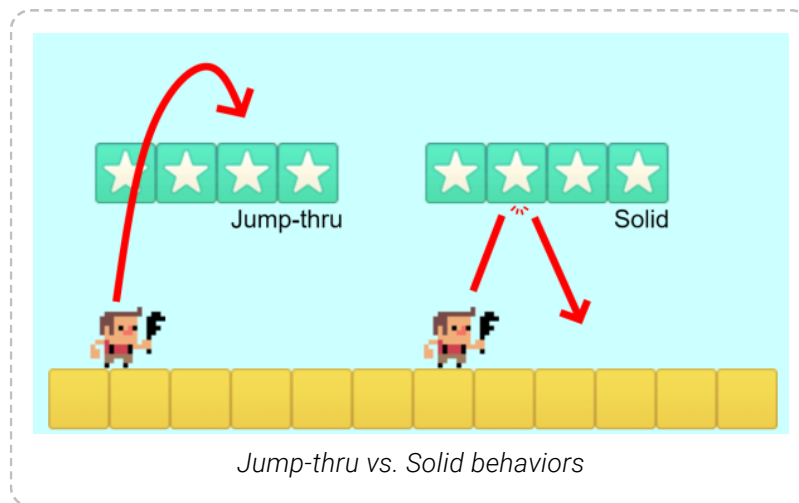


# JUMP-THRU BEHAVIOR

View online: <https://www.construct.net/en/make-games/manuals/construct-3/behavior-reference/jump-thru>

The **Jump-thru behavior** allows the **Platform behavior** to stand on the object, and jump on to it from underneath. This differs from the **Solid behavior**, which the Platform behavior can stand on, but not jump on to from underneath. The image below illustrates the difference.

Note the Jump-thru behavior **does not support slopes**. Any slopes in your game should use the Solid behavior instead.



## Scripting

When using JavaScript or TypeScript coding, the features of this behavior can be accessed via the **IJumpthruBehaviorInstance** script interface.

## Jump-thru properties

### Enabled

Set whether the behavior is initially enabled or disabled. If disabled, the object no longer acts as if it is a Jump-thru, and the Platform behavior will always fall through it.

## Jump-thru conditions

### Is enabled

True if the behavior is currently enabled. This can be changed by the *Enabled* property or the *Set enabled* action.

## Jump-thru actions

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**Set enabled**

Enable or disable the Jump-thru behavior for this object.