

# INSTANCE EVENTS

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

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Events fired on `IInstance` (or its derivatives) pass an event object as a parameter to the handler function, and this event object has the following standard properties. Each type of event may add other properties - refer to the documentation for each event to identify any further properties that are available.

## Standard instance event properties

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### `instance`

A reference to the `IInstance` (or derivative) which fired the event.