DICTIONARY SCRIPT INTERFACE

View online: https://www.construct.net/en/make-games/manuals/construct-3/scripting/scripting-reference/plugin-interfaces/dictionary

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The `IDictionaryInstance` interface derives from IInstance to add APIs specific to the Dictionary plugin.

The Dictionary object can only use strings as keys, and strings/numbers as values, since these are the only types supported by the plugin. Use your own independent JavaScript Maps to use other types.

Dictionary APIs

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getDataMap()

Return the Map which is used as the underlying data storage for the Dictionary object. This allows access to add, change, remove and iterate items.

Only use string keys, and only store number or string primitives as key values, or the plugin will cease to work correctly.