

# PROGRESS BAR SCRIPT INTERFACE

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

The `IProgressBarInstance` interface derives from `IDOMInstance` to add APIs specific to the Progress Bar plugin.

## Progress Bar events

See [instance event](#) for standard instance event object properties.

### "click"

Fired when the progress bar is clicked.

## Progress Bar APIs

### progress

Set or get the current progress value, from 0 to the maximum.

### maximum

Set or get the maximum progress value, at which the progress bar is shown full indicating a completed operation.

### setIndeterminate()

Set the progress bar in to an "indeterminate" state, intended to indicate that it is working, but the progress is unknown.

*In indeterminate mode the progress and maximum values are both set to 0.*

### tooltip

The string used as the tooltip for the progress bar.