FLASH BEHAVIOR SCRIPT INTERFACE

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

The `IFlashBehaviorInstance` interface derives from IBehaviorInstance to add APIs specific to the Flash behavior.

Example

Below is a sample code snippet demonstrating flashing `inst` (assumed to be an instance with the Flash behavior) and logging to the console when the flash finishes.

```
// Handle "flashend" event which logs to console when
// the flash has finished
inst.behaviors.Flash.addEventListener("flashend", e =>
{
        console.log("Flash finished!");
});

// Start flashing with the Flash behavior for 2 seconds
inst.behaviors.Flash.flash(0.1, 0.1, 2);
```

Flash behavior events

See behavior instance event for standard behavior instance event object properties.

"flashend"

Fired when a flash finishes.

Flash behavior APIs

flash(onTime, offTime, duration)

Start flashing for the given `duration` with the object shown visible for the `onTime` and invisible for the `offTime`, with all times in seconds.

stop()

Stop any currently active flash effect, returning the object to a visible state.

isFlashing

A read-only boolean indicating if the object is currently flashing.