

JUMP-THRU BEHAVIOR SCRIPT INTERFACE

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

The `IJumpthruBehaviorInstance` interface derives from `IBehaviorInstance` to add APIs specific to the **Jump-thru behavior**.

Jump-thru behavior APIs

isEnabled

A boolean indicating if the behavior is enabled. If disabled, the behavior no longer has any effect on the object.