IBEHAVIORTYPE SCRIPT INTERFACE

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

The `IBehaviorType` interface represents a behavior added to an object class. For example if SpriteA and SpriteB both have the Bullet behavior added to them, then there are two behavior types, one for each object type.

IBehaviorType APIs

runtime

A reference back to the IRuntime interface.

behavior

A reference to the IBehavior of the associated behavior.

name

A read-only string of the behavior type name.