TIMELINE SCRIPT INTERFACE

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

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The `ITimelineState` represents an actively running timeline. It derives from ITimelineStateBase which implements APIs in common between timelines and tweens. Many general playback APIs are part of `ITimelineStateBase` ; the `ITimelineState` interface only provides APIs specific to timelines that do not also apply to tweens.

Timelines can be created using the `play()` method on the Timeline Controller script interface.

Once a timeline finishes, this interface is destroyed and all its properties will throw exceptions upon access. The only exception to this is the `isReleased` property which provides a read-only boolean that indicates if the interface has been released and is now invalid.

Timeline APIs

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name

    A read-only string with the name of the timeline.