# BULLET BEHAVIOR SCRIPT INTERFACE

The `IBulletBehaviorInstance` interface derives from IBehaviorInstance to add APIs specific to the Bullet behavior.

## Bullet behavior APIs

### speed

Set or get the current speed in pixels per second.

### acceleration

Set or get the acceleration of the movement in pixels per second per second.

### gravity

Set or get the downwards acceleration caused by gravity in pixels per second per second.

### angleOfMotion

Set or get the current angle of movement in radians.

### bounceOffSolids

A boolean indicating if the *Bounce off solids* property is enabled.

### distanceTravelled

A number indicating the distance the bullet has travelled so far in pixels. Note this can also be set, such as to reset the counter.

### isEnabled

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