

SHADOW CASTER BEHAVIOR SCRIPT INTERFACE

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

The `IShadowCasterBehaviorInstance` interface derives from `IBehaviorInstance` to add APIs specific to the [Shadow Caster behavior](#).

Shadow Caster behavior APIs

height

Set or get the simulated height of the object, which adjusts the length of shadow it casts.

tag

Set or get a string with a tag for this shadow caster. This is used to match the object with different [Shadow Light](#) objects, depending on their properties.

isEnabled

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