

JSON SCRIPT INTERFACE

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

The `IJSONInstance` interface derives from `IInstance` to add APIs specific to the **JSON plugin**. JSON can be conveniently modified from script alone, but this interface allows exchanging data between event sheets and code.

JSON APIs

`getJSONDataCopy()`

Return a copy of the JSON data held in the object.

Note since this returns a copy of the data, changing the returned data will not affect the contents of the JSON object.

`setJsonDataCopy(o)`

Set the JSON data held in the object.

Note this takes a copy of the data, so changing the provided data after this call will not affect the contents of the JSON object.

The provided data is validated and will throw an exception if it's not valid JSON.

`setJsonString(str)`

Parses a string as JSON data and stores the result in the JSON object.

This will throw an exception if the string is not valid JSON.

`toCompactString()`

`toBeautifiedString()`

Return the contents of the JSON object converted to a string, either in compact form (which is smaller and more efficient to store and send), or "beautified" (which uses line breaks and indentation to make the result more readable).