

# ISDKWORLDINSTANCEBASE ADDON SDK INTERFACE

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

The `ISDKWorldInstanceBase` interface is used as a runtime base class for world instances in the addon SDK. It derives from both `ISDKInstanceBase` and `IWorldInstance`.

## ISDKWorldInstanceBase APIs

### `_draw(renderer)`

An override for drawing plugins to draw their content using the passed `IRenderer` interface.

### `_handleRendererContextLoss()`

Utility method to enable calling of the `_onRendererContextLost()` and `_onRendererContextRestored()` methods.

### `_onRendererContextLost()`

### `_onRendererContextRestored()`

Optional overrides for handling renderer context loss. This is only necessary if your addon creates any renderer resources. These overrides are only called if your instance first calls `_handleRendererContextLoss()` (normally in the constructor to enable these callbacks for the lifetime of the instance). In a context loss event, all renderer resources have been released, so any references to them must be dropped. In a context restored event the resources may be recreated again if necessary. Alternatively they can be left released if a lazy-loading approach is used.