

DRAG & DROP BEHAVIOR SCRIPT INTERFACE

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

The `IDragDropBehaviorInstance` interface derives from `IBehaviorInstance` to add APIs specific to the **Drag & Drop behavior**.

Drag & Drop behavior events

See **behavior instance event** for standard behavior instance event object properties.

"dragstart"

Fired when the object starts being dragged.

"drop"

Fired when the object is dropped after being dragged.

Drag & Drop behavior APIs

axes

Set or get a string indicating if the dragging is locked to a specific axes, which must be one of `"horizontal"`, `"vertical"` or `"both"`.

drop()

Call while dragging to force the object to be dropped.

isDragging

A read-only boolean indicating if the object is currently being dragged.

isEnabled

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