

IContainer Interface

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

The `IContainer` interface represents a container in Construct, which is a group of object types that are always created, destroyed and picked together.

Methods

GetMembers()

Return an array of `IObjectType` representing the object types in the container. Containers always have at least two members.

SetSelectionMode(m)

GetSelectionMode()

Set or get the select mode of the container, corresponding to the *Select mode* property in Construct. Allowed modes are `"normal"`, `"all"` and `"wrap"`.

RemoveObjectType(objectType)

Remove a member `IObjectType` from this container.

A container must have at least two object types. If the second-last member is removed, the container becomes inactive and is effectively deleted. The last remaining member will also act as if it's no longer in a container.

IsActive()

Return a boolean indicating if the container is active. It becomes inactive if there are fewer than the minimum required two members, at which point it is effectively deleted.