

MOVE TO BEHAVIOR SCRIPT INTERFACE

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

The `IMoveToBehaviorInstance` interface derives from `IBehaviorInstance` to add APIs specific to the Move To behavior.

Example

Below is a sample code snippet demonstrating moving `inst` (assumed to be an instance with the Move To behavior) to a position and logging to the console when it arrives.

```
// Handle "arrived" event which logs to console when
// movement has finished
inst.behaviors.MoveTo.addEventListener("arrived", e =>
{
    console.log("Arrived!");
});

// Start the Move To behavior moving to (100, 100)
inst.behaviors.MoveTo.moveToPosition(100, 100);
```

Move To behavior events

See [behavior instance event](#) for standard behavior instance event object properties.

"arrived"

Fired when the object arrives at its destination.

"hitsolid"

If *Stop on solids* is enabled, fired when the object hits a solid and stops.

Move To behavior APIs

`moveToPosition(x, y, isDirect = true)`

Start moving the object to a target position in layout co-ordinates. If `isDirect` is true, any existing waypoints will be cleared so the object moves directly to this position; otherwise it will add a waypoint to the queue.

getTargetX()

getTargetY()

getTargetPosition()

Return the current target position in layout co-ordinates that the object is moving to. The `getTargetPosition()` variant returns `[x, y]`.

getWaypointCount()

Return the number of waypoints that have been added.

getWaypointX(index)

getWaypointY(index)

getWaypoint(index)

Return the position in layout co-ordinates of a waypoint at a given zero-based index. The `getWaypoint()` variant returns `[x, y]`.

stop()

Stop any current movement, and clear all waypoints.

isMoving

Read-only boolean indicating whether the object is currently moving.

speed

Set or get the current movement speed in pixels per second.

maxSpeed

Set or get the maximum movement speed in pixels per second.

acceleration

deceleration

Set or get the acceleration and deceleration of the movement in pixels per second per second.

angleOfMotion

Set or get the current angle the object is moving at, in radians.

rotateSpeed

Set or get the rate the object can turn at, in radians per second.

isStopOnSolids

Set or get a boolean indicating whether the *Stop on solids* property is enabled. When enabled the object will stop its movement, clear all waypoints and fire the `"hitsolid"` event if it touches an object with the Solid behavior during movement.

isEnabled

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