

ANCHOR BEHAVIOR SCRIPT INTERFACE

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

The `IAnchorBehaviorInstance` interface derives from `IBehaviorInstance` to add APIs specific to the **Anchor** behavior.

Anchor behavior APIs

isEnabled

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