BEHAVIOR INSTANCE EVENT

Events fired on IBehaviorInstance (or its derivatives) pass an event object as a parameter to the handler function, and this event object has the following standard properties. Each type of event may add other properties - refer to the documentation for each event to identify any further properties that are available.

Standard instance event properties

instance

A reference to the IInstance (or derivative) associated with the behavior instance which fired the event.

behaviorInstance

A reference to the `IBehaviorInstance` which fired the event.