IFAMILY INTERFACE

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

The `IFamily` interface represents a family in Construct, which is a group of object types that can be treated as one. All object types in the family must be from the same plugin. It derives from IObjectClass. Families can be created in the SDK using IProject. `CreateFamily()` .

Methods

GetMembers()

Return an array of IObjectType representing the object types in the family.

SetMembers(objectTypes)

Set the members of the family by passing an array of IObjectType. Note all the specified object types must be compatible with the family, including using the same plugin, and not having any naming conflicts between instance variables, behaviors and effects.