

# ILOOPINGCONDITIONCONTEXT ADDON SDK INTERFACE

**View online:** <https://www.construct.net/en/make-games/manuals/construct-3/scripting/scripting-reference/addon-sdk-interfaces/iloopingconditioncontext>

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The `ILoopingConditionContext` interface is used to implement looping conditions. It is created by the `ISDKUtils` method `createLoopingConditionContext()`.

## ILoopingConditionContext APIs

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### **retrigger()**

Execute all subsequent conditions, actions and sub-events within this call. This essentially runs a single iteration of the looping condition.

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### **isStopped**

A read-only boolean that is set to true when the loop is stopped using the system *Stop loop* action.

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### **release()**

This must be called after the looping condition finishes in order to clean up resources and reset state that was applied during the looping condition.