

ISDKBEHAVIORTYPEBASE ADDON SDK INTERFACE

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

The `ISDKBehaviorTypeBase` is used in the runtime as a base class for behavior types in the addon SDK (i.e. behaviors at the same level as object types). It derives from `IBehaviorType`.

ISDKBehaviorTypeBase APIs

`_onCreate()`

Optional override called when the runtime starts up and creates all behavior types before the project starts.