

IEventSheet INTERFACE

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

The `IEventSheet` interface represents an event sheet in the project model.

Since events can be nested underneath each other, they are represented as a tree.

`GetRoot()` returns the root node of the tree.

Methods

GetProject()

Return the associated `IPrject`.

GetName()

Return the name of the event sheet.

GetRoot()

Return the root node of the event sheet. This is an `IEventParentRow` representing the top level of the event sheet.