IBEHAVIORINSTANCEBASE INTERFACE

The `IBehaviorInstanceBase` interface is used as the base class for behavior instances in the SDK.

`IBehaviorInstanceBase` cannot be directly constructed; it should only be used as a base class.

Properties

this._sdkBehaviorType

Reference to the associated SDK type class.

this._behaviorInstance

Reference to the IBehaviorInstance interface representing this instance in the editor. This allows access to Construct's built-in features for behavior instances.

Methods

OnPropertyChanged(id, value)

Optional override for when a property with the given ID is changed. The value the property was changed to is also passed.

GetBehaviorInstance()

Return the IBehaviorInstance interface representing this instance in the editor.

GetSdkBehaviorType()

Return the associated SDK type class.

OnAddedInEditor()

Optional override for when the behavior instance has been created due to the user adding a new behavior in the editor.