

PROGRESS BAR SCRIPT INTERFACE

View online: <https://www.construct.net/en/make-games/manuals/construct-3/scripting/scripting-reference/plugin-interfaces/progress-bar>

The `IProgressBarInstance` interface derives from `IDOMInstance` to add APIs specific to the Progress Bar plugin.

Progress Bar events

See [instance event](#) for standard instance event object properties.

"click"

Fired when the progress bar is clicked.

Progress Bar APIs

progress

Set or get the current progress value, from 0 to the maximum.

maximum

Set or get the maximum progress value, at which the progress bar is shown full indicating a completed operation.

setIndeterminate()

Set the progress bar in to an "indeterminate" state, intended to indicate that it is working, but the progress is unknown.

In indeterminate mode the progress and maximum values are both set to 0.

tooltip

The string used as the tooltip for the progress bar.