

# IBEHAVIORTYPE INTERFACE

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

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The `IBehaviorType` interface represents a behavior type in Construct. A behavior type is the behavior equivalent of an object type: when a behavior is added to an object type, there is one behavior type created on the object type, and one behavior instance created per object instance.

## Methods

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### **GetProject()**

Return the `IProject` representing the behavior type's associated project.

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### **GetName()**

Returns a string of the behavior type name.