

# ISDKBEHAVIORTYPEBASE ADDON SDK INTERFACE

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

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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

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### **`_onCreate()`**

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