# IBEHAVIORINSTANCE INTERFACE

The `IBehaviorInstance` interface represents a behavior instance in Construct.

## Methods

### GetProject()

Return the IProject representing the behavior instance's associated project.

### GetObjectInstance()

Returns an IObjectInstance or IWorldInstance (depending on the type of object) of the object instance associated with this behavior instance.

### GetPropertyValue(id)

Get the value of a behavior property for this behavior instance by its property ID.

### SetPropertyValue(id, value)

Set the value of a behavior property for this instance by its property ID.

### GetExternalSdkInstance()

Return the custom behavior-specific SDK editor instance class for this behavior instance, which will be a derivative of IBehaviorInstanceBase. For example if called for a behavior instance of the addon SDK's sample behavior, this would return the `MyCustomBehaviorInstance` class. This method can only be used for installed addons - it will return `null` for any built-in behaviors.

> *Be careful if taking a dependency on a behavior class provided by another developer. Make sure to only use documented and supported methods. If you use features which are changed or removed by a future addon update, then your addon may crash the editor. Scirra will not provide support for crashes involving third-party addons and we will direct affected users to contact the addon developer.*