

# ANCHOR BEHAVIOR SCRIPT INTERFACE

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

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The `IAnchorBehaviorInstance` interface derives from `IBehaviorInstance` to add APIs specific to the **Anchor behavior**.

## Anchor behavior APIs

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### **isEnabled**

A boolean indicating if the behavior is enabled. If disabled, the behavior no longer has any effect on the object.