ISDKDOMPLUGINBASE ADDON SDK INTERFACE

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

----

The `ISDKDOMPluginBase` interface is used in the runtime as a base class for DOM plugins (that create a HTML element) in the addon SDK. It derives from ISDKPluginBase.

ISDKDOMPluginBase APIs

_addElementMessageHandler(handler, func)

_addElementMessageHandlers(arr)

Add a message handler to receive messages posted by `PostToRuntimeElement()` in DOMElementHandler. `handler` must match the string passed to `PostToRuntimeElement()`. `func` accepts two arguments: the associated instance, and an optional object with extra details passed to `PostToRuntimeElement()`. Typically this function just forwards the handler to an instance method, e.g. `this._addElementMessageHandler("click", (inst, e) => inst._onClick(e));`. The `_addElementMessageHandlers` variant accepts an array of `[handler, callback]` which is convenient when adding multiple handlers.