



HKEY_CURRENT_USER\Software\Scirra\Construct2\html5





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```
<install path>\exporters\html5\plugins  
<install path>\exporters\html5\behaviors
```

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<install

path>\exporters\html5

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```
function GetPluginSettings()
{
    return {
        "name":            "Sprite",
        "id":              "Sprite",
        "version":         "1.0",
        "description":     "An animated object that is the building block of most projects.",
        "author":          "Scirra",
        "help url":        "http://www.scirra.com",
        "category":        "General",
        "type":            "world",
        "rotatable":      true,
        "flags":           pf_animations | pf_position_aces | pf_size_aces | pf_ang

    };
};
```

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```
dependency": "file1.js;file2.js;file3.html"
```



```
Cnds.prototype.ScriptName = function (params)
{
    return true;
};
```

```
Acts.prototype.ScriptName = function (params)
{
    // do something
};
```

```
Exps.prototype.ExpressionName = function(ret[, params])
{
    ret.set_int(0);
    // or:
    // ret.set_float
    // ret.set_string
    // ret.set_any
};
```

```
var property_list = [  
    // a list of cr.Property objects  
];
```







```
// line 9
cr.plugins_.MyPluginID = function(runtime)
// ...
// line 16
var pluginProto = cr.plugins_.MyPluginID.prototype;
```

```
this.runtime.redraw = true;
```

```
instance.set_bbox_changed();
```

```
instance.x += 1;  
instance.y += 1;
```

```
instance.set_bbox_changed();
```

```
Cnds.prototype.MyCondition = function(...
```

```
ret.set_int(0);           // return an integer
ret.set_float(0);        // return a float
ret.set_string("");      // return a string
ret.set_any(0);          // return a float or string, depending on the javascript type of
```

```
info.xml  
files\myplugin\common.js  
files\myplugin\edittime.js  
files\myplugin\PluginIcon.ico  
files\myplugin\runtime.js
```

```
info.xml  
files\myeffect.fx  
files\myeffect.xml
```

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```
cr.plugins_.MyPluginID.prototype.cnds.MyTrigger
```

```
cr.plugins_.Mouse.prototype.cnds.OnClick
```

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