Events

when 🟢 clicked

Performs the attached code when the green flag is clicked
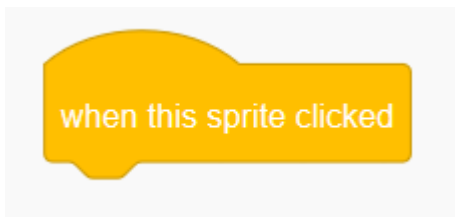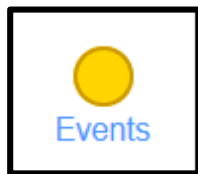

Events
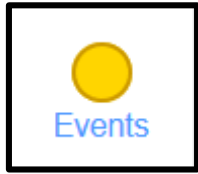
when space ▼ key pressed
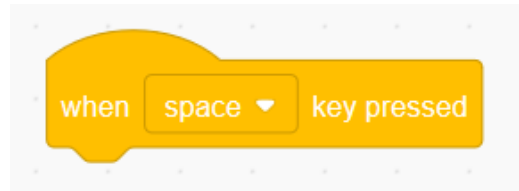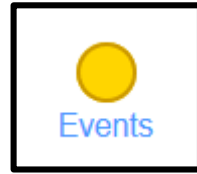
Performs the attached code when the space key (or any other selected key) is pressed

Events

when this sprite clicked

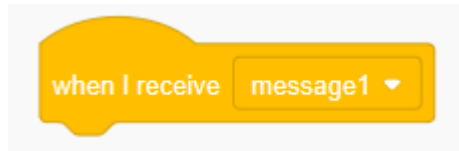Performs the attached code when you click on the sprite


Events

when backdrop switches to backdrop1 ▼
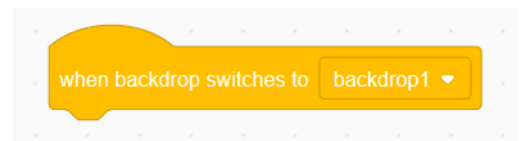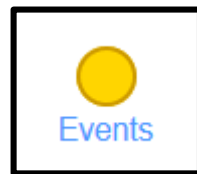
Performs the attached code when the backdrop changes
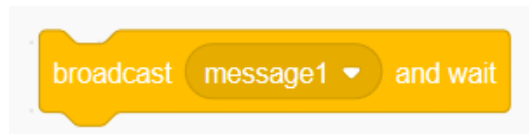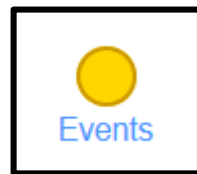
Events

when loudness > 10

Performs the attached code when loudness or timer is greater than the specified number
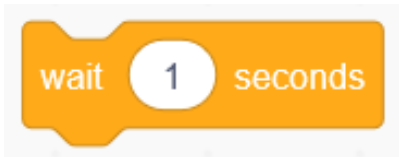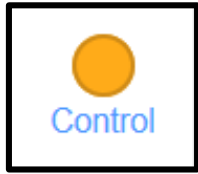
Events

when I receive message1
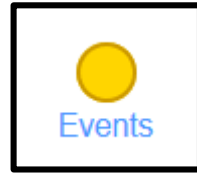
Performs the attached code when the sprite receives the specified broadcast message

Events

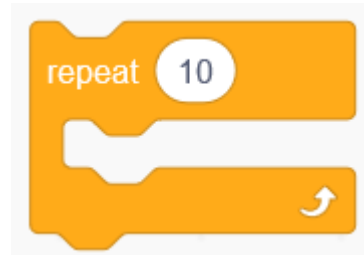broadcast message1

Broadcasts the chosen message

Events
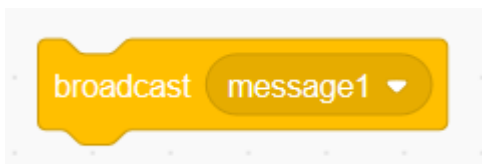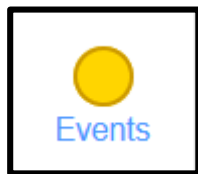
broadcast message1 and wait

Broadcasts the chosen message, and waits for any scripts to activate before moving on
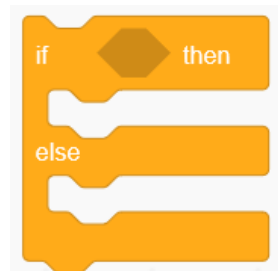
Control

wait 1 seconds

Pauses the script for the specified number of seconds

Control
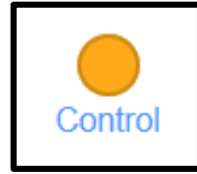
repeat 10

Repeats the script inside this block the specified number of times
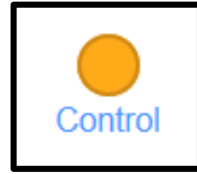
Control

forever

Repeats the script inside this block forever

Control

if then

else
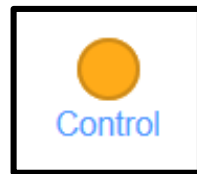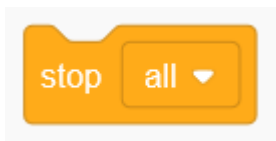
If the condition is true, the script in the first 'C' space will activate, otherwise the script in the second 'C' space will activate
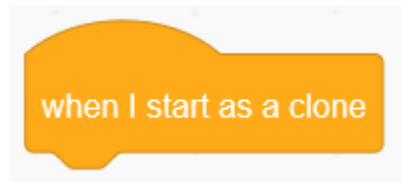
Control

wait until ◆
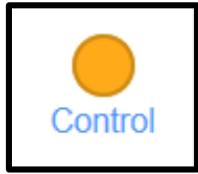
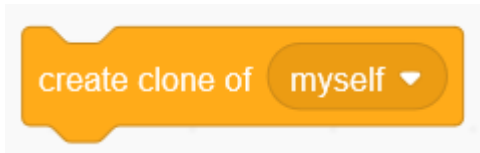The script is paused until the specified condition is true

Control

repeat until ◆

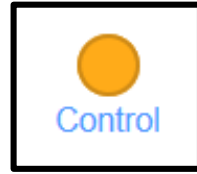The script inside the block is repeated until the specified condition is true

Control

stop all ▾

Either all scripts, or all other scripts in the sprite will be stopped

Control

when I start as a clone

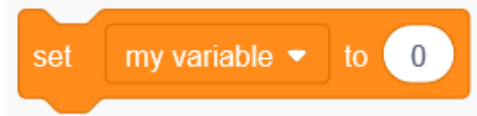When a clone is created, this block activates it

Control

create clone of myself ▼
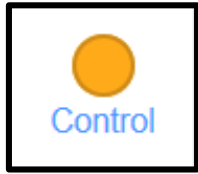
Creates a clone of itself, or any other specified sprite
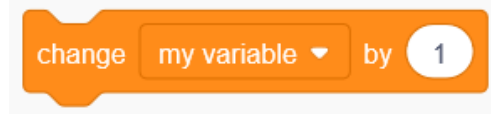
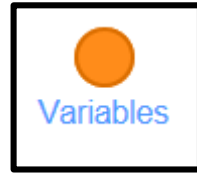Control

delete this clone
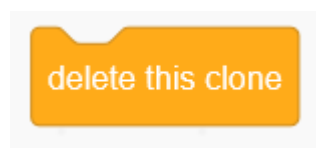
Deletes the cloned sprite of the script it runs in

Control
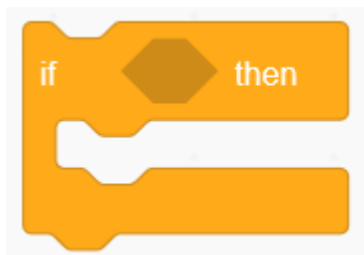
if ⬡ then

If the specified condition is true, then the script inside the block is activated
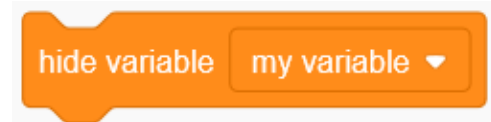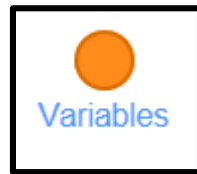
Variables

```
set [ my variable ▾ ] to ( 0 )
```
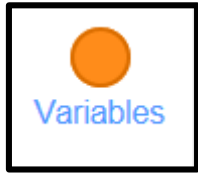
Sets the specified variable
to the given value

Variables

```
change [ my variable ▾ ] by ( 1 )
```

Changes the specified
variable by the given value

Variables

```
show variable [ my variable ▾ ]
```
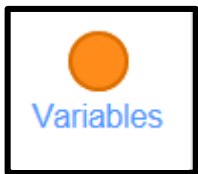
Displays the specified
variable on the stage

Variables

```
hide variable [ my variable ▾ ]
```

Removes the specified
variable from the stage

Motion
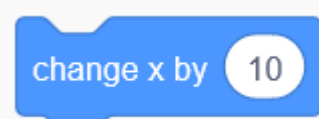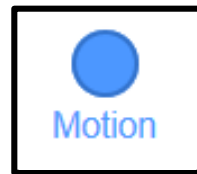
move `10` steps
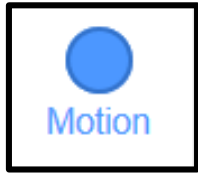
Moves the sprite forward by the specified number of steps in the direction its facing

Motion

turn ↻ `15` degrees

turn ↺ `15` degrees
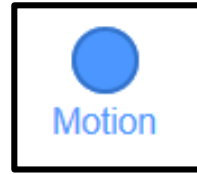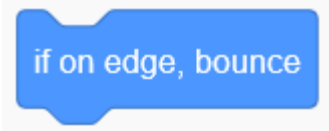
Turns the sprite clockwise or anti-clockwise by the specified number of degrees
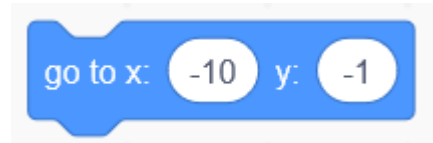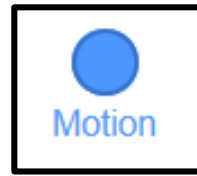
Motion

set x to `-10`

set y to `-1`
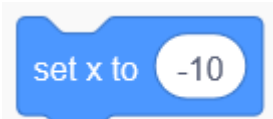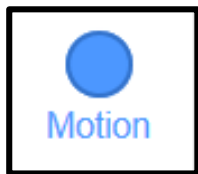
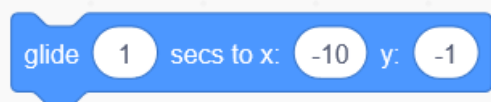Sets the x or y coordinate to the specified value

Motion

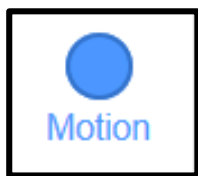change x by `10`

change y by `10`

Changes the x or y coordinate by the specified value
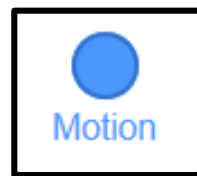
Motion

if on edge, bounce
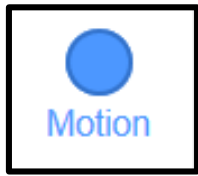
If the sprite reaches the edge of the screen, it bounces back in the opposite direction

Motion

go to x: -10 y: -1

Sets the sprite's x and y coordinates to the specified values

Motion

glide 1 secs to x: -10 y: -1

Moves the sprite steadily over a specified number of seconds to the given coordinates

Motion

point in direction 90
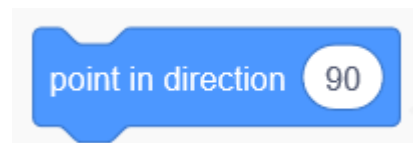
Rotates the sprite to point in a specified direction, based on degrees in a circle
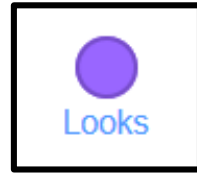
Looks
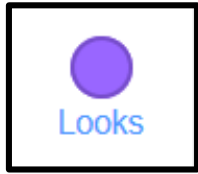
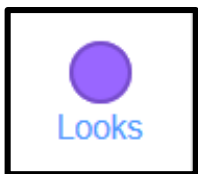say Hello! for 2 seconds

say Hello!

Displays a speech bubble on the sprite with the specified text
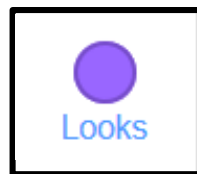
Looks

think Hmm... for 2 seconds

think Hmm...

Displays a thought bubble on the sprite with the specified text

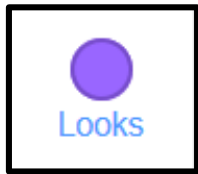**Looks**

switch costume to costume2 ▼
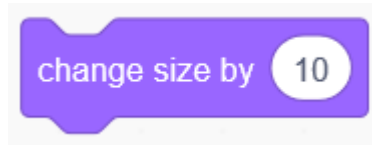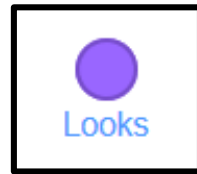
next costume

Switches the sprite's costume

Looks
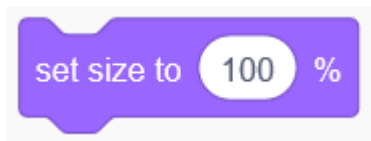
switch backdrop to backdrop1 ▼
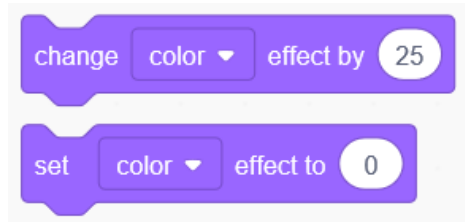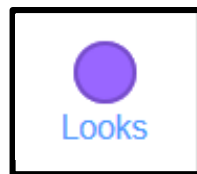
next backdrop

Switches the stage's backdrop

Looks

show
hide

Either reveals or hides the sprite in the display

Looks

change size by 10

Changes the size of the sprite by the specified amount

Looks

set size to 100 %
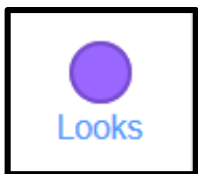
Sets the size of the sprite to the specified amount

Looks

change color ▼ effect by 25
set color ▼ effect to 0

Sets or changes one of the sprite's seven visual effects