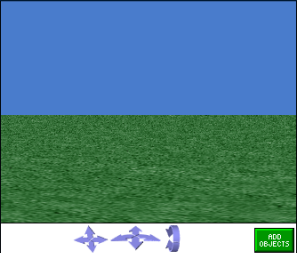


Play Undo Redo

world
camera
light
ground



Events create new event

When the world starts, do world.my first method

world's details
properties methods function
my first method edit
create new method

world.my first method
No variables No parameters
Do Nothing

Create New Local Variable

Name: asdf

Type: Number Boolean Object Other... Direction

Values: make a List

- Item 0 = default string
- Item 1 = default string
- Item 2 = default string
- Item 3 = default string

new item remove

OK Cancel

Enter a string

Enter a string:
default string

OK Cancel

create new parameter
create new variable

Do in order Do together IfElse Loop While For all in order For all together Wait print