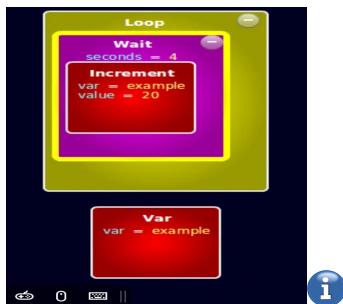


# Increment

An **Increment** is a block of code that increases a **value** or another value. with the **time** command you can make the **variable** increase the **seconds** you want.

## Example



## MORE INFORMATION

- [Array](#)
- [Set Array](#)
- [Set Random](#)
- [Set](#)
- [Setup](#)
- [Var](#)

From:  
<https://wiki.gamemaker3d.com/> - **Cyberix3D Wiki**



Permanent link:  
<https://wiki.gamemaker3d.com/editor:blocks:variables:increment>

Last update: **2018/01/07 05:32**