

Message

is a block of code allows the user to include the game a 2d message on the screen.

PARAMETER

- **Time**:allows you to set the time of the seconds in which the message appears

Problems

the message is not very stable because it may present visibility problems, it is advisable to use a text (label)



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- [Label](#)
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- [Rectangle](#)
- [Round Button](#)
- [Text Input](#)
- [Video](#)
- [Button](#)

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