If

The **If** command is a very important block of code that allows modifying a variable when it is being compared by another variable.

You can compare a variable when it is not comparing, when it is comparing, when the value is passing and when the value is not being passed.

You can compare more than 2 things in the same command, for example, you can compare a value when comparing the variable and also when the variable is passing from the value.

You can compare any value

MORE INFORMATION

- Else If
- Else
- If Button Pressed
- If Collision
- If Joy Pressed
- If Key Pressed
- If Mouse
- If Ray Hit

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Last update: **2017/12/26 08:53**