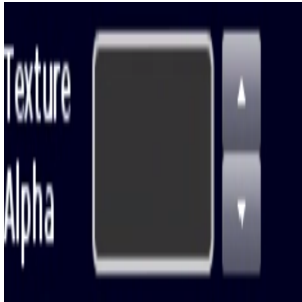


# Merge

Merge is a block of code that allows you to optimize your game. in case of creating a game with many cubes or models it is recommended to put it inside the code block (merge).

## PARAMETERS



- **Texture alpha:**sets the opacity of all the code blocks that are inside the merge command



- **visibility:**establishes the visibility of all code blocks within the command



- **Cast shadows:**sets the shadows of all objects within merge depending on whether the [material](#) of the objects have effects by light, [point light](#) or [directional light](#)



## MORE MODELS

- [Cone](#)
- [Cube](#)
- [Cylinder](#)
- [Group](#)
- [Model](#)
- [Plane](#)

- [Sky Box](#)
- [Terrain](#)
- [Torus](#)
- [Vehicle](#)
- [Water](#)
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