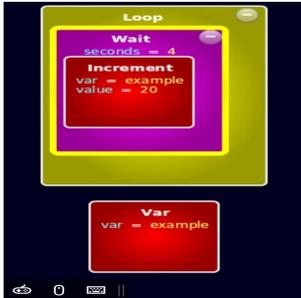


Increment

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



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

Permanent link:
<https://wiki.gamemaker3d.com/editor:blocks:variables:increment?rev=1514052394>

Last update: **2017/12/23 19:06**

