

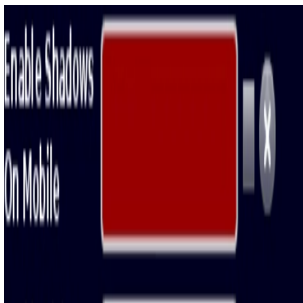
Setup

A setup is a block of code that allows you to activate or deactivate or modify functions of the game.

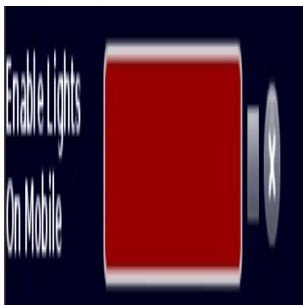
PARAMETERS



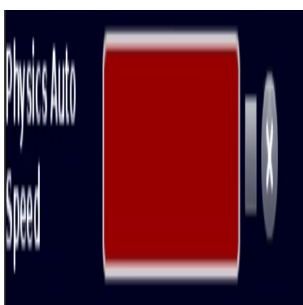
- **Frame rate:**allows to modify the speed of the game



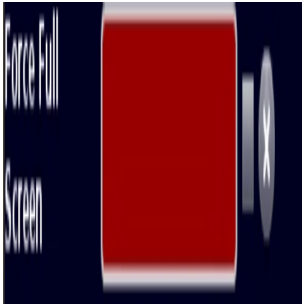
- **Enable shadows on mobile:**Enters the shadows of the game on Android depending if the option is active



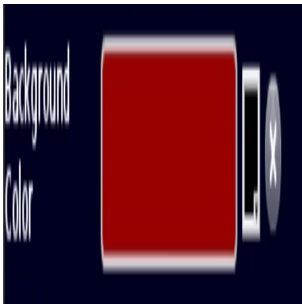
- **Enable lights on mobile:**set the lights of the game on android depending on whether the option is active



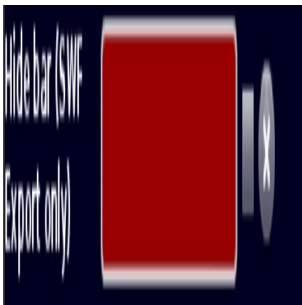
- **physics auto speed:**automatically increases the speed of physics



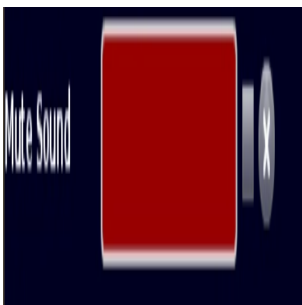
- **Force full screen:**force the resolution of the game the full screen, you can modify more options of these as mouse lock in full screen, with the controlling camera



- **background color:**when there is no skybox, with this parameter you can change the blue background that comes by default to another one that you want with the color palette



- **Hide bar (SWF Export only):**allows you to export the format of your game(SWF)online



- **mute sound:**it allows you to mute the [sound](#) of your game in real time, you can buy a variable so that when you compare it silences the sound, and another one that when you [compare](#) the [variable](#) to another value, reproduce the sound of the game



MORE INFORMATION

- [Array](#)
- [Increment](#)

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

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