

# Variables

A variable is that command that allows a game to execute an action, for example if the value of the variable "action" is at a value of "2" when the object equals "action" to a value of "2" it executes an action as spin, fade, disappear, change position etc.



## MORE INFORMATION

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- [Array](#)
- [Increment](#)
- [Load](#)
- [Save](#)
- [Set Array](#)
- [Set Random](#)
- [Set](#)
- [Setup](#)
- [Var](#)

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