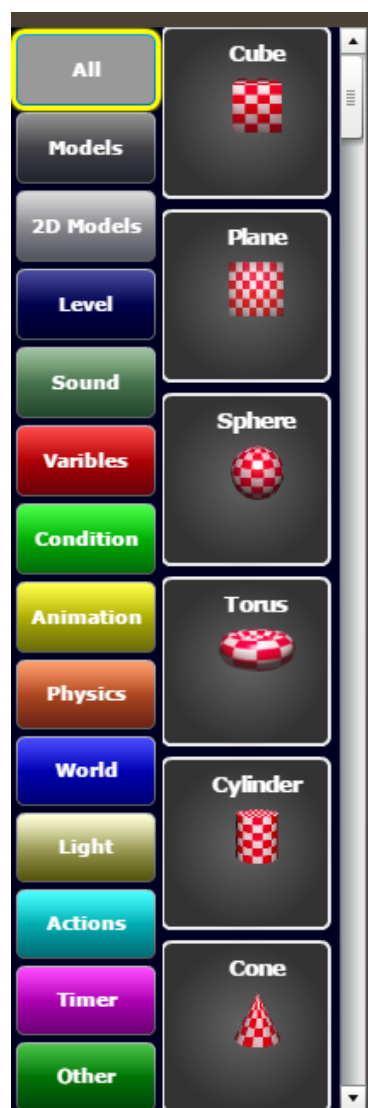


Code Blocks



The Code Blocks are the fundamentals elements that build your game.

There are different types of Blocks for designing and coding your game.

In order to add a block, just drag it from the Code Blocks to your Workflow or Game Area.

In the left side of the blocks, you have a block categories list. You can display all the blocks by choosing "All" or select specific category from the list.

Follow the explanation of every block for understanding how to use it to build your game.

Models

2D Models

Level

Sound

Varibales

Condition

Animation

Physics

World

Light

Actions

Timer

From:

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

Permanent link:

<https://wiki.gamemaker3d.com/editor:blocks?rev=1485325681>

Last update: **2017/01/25 07:28**

