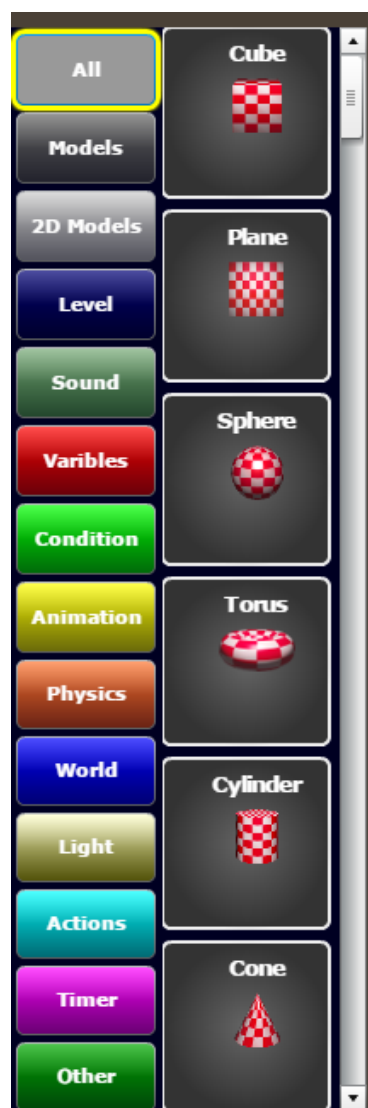


# Code Blocks



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.

- **2D Models**
  - Rectangle
  - Image
  - List
  - Label
  - Text Input
  - Video
  - Button
  - Round Button
  - Message
  - Joystick

- [Actions](#)
  - [Function](#)
  - [Call](#)
  - [Rotate Towards](#)
  - [On Ready](#)
  - [Remove](#)
  - [Restart](#)
  - [Plugin](#)
- [Animation](#)
  - [Loop](#)
  - [Animate](#)
  - [For](#)
- [Condition](#)
  - [Else](#)
  - [If Mouse](#)
  - [Else If](#)
  - [If](#)
  - [If Collision](#)
  - [If Ray Hit](#)
  - [If Joy Pressed](#)
  - [If Button Pressed](#)
  - [If Key Pressed](#)
- [Level](#)
  - [Increment Level](#)
  - [Level](#)
  - [Set Level](#)
- [Light](#)
  - [Directional Light](#)
  - [Point Light](#)
  - [Fog](#)
- [3D Models](#)
  - [Model](#)
    - [Sub Model](#)
    - [Load Animation](#)
  - [Water](#)
  - [Character](#)
  - [Plane](#)
  - [Merge](#)
  - [Cube](#)
  - [Group](#)
  - [Terrain](#)
  - [Torus](#)
  - [Cylinder](#)
  - [Sky Box](#)
  - [Cone](#)
  - [Vehicle](#)
- [Other](#)
  - [Ads](#)
  - [Comment](#)
- [Physics](#)
  - [Stop Motion](#)

- Force
  - Add Ray Cast
  - Impulse
  - Reset Collision
  - Remove All Rays
- Sound
  - Play Sound
  - Load Sound
- Timer
  - Wait
  - Timeout
- Variables
  - Array
  - Var
  - Set
  - Load
  - Set Array
  - Increment
  - Save
  - Set Random
  - Setup
- World
  - Material
    - Animated Texture
  - Move Camera
  - Set Camera
  - Camera Controller

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