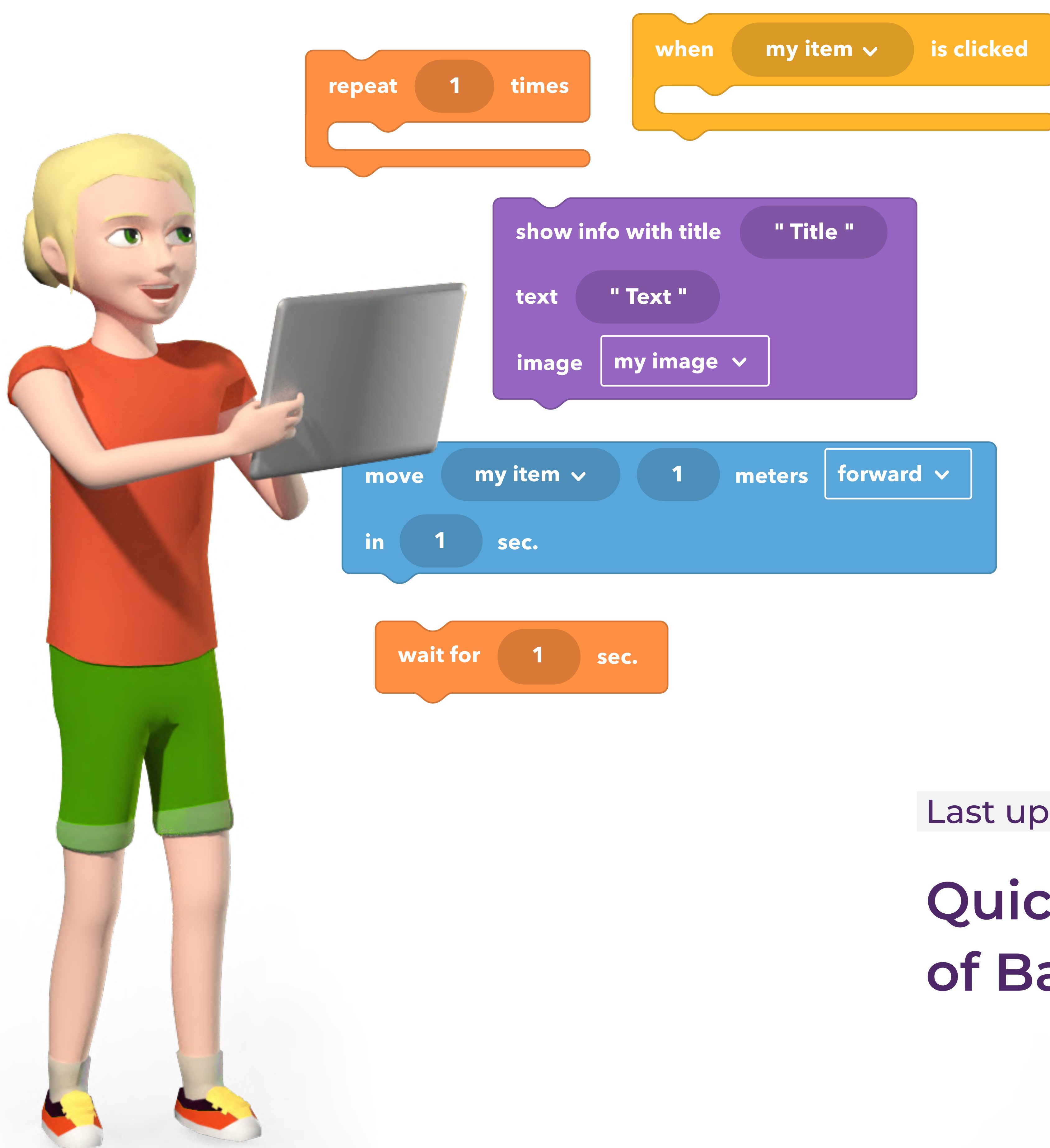


CoBlocks cheat sheet

BASIC



Last update: September 2020

Quick descriptions
of Basic CoBlocks

Actions

Action to perform

A character **say** or **think** something

Change the **opacity** of an item

Change the **opacity** of an item

Show an **info panel** with a title, text (and an image)

Show a **quiz panel** with a question and answers that can be clicked and will trigger an action when the selected answer is correct or incorrect.

Show a **choice panel** with a question and options that can be clicked and that trigger different actions.

Play a **sound** file

Stop playing the **sound** file

CoBlock to use

my item ▾ say " Hi! "

my item ▾ think " Hm... "

set opacity of my item ▾ to 100 %

set opacity of my item ▾ to 100 %

show info with title " Title "

text " Text "

image my image ▾

show quiz panel with question " question "

" answer 1 "

" answer 2 " ⚙️

correct answer 1 ▾

when correct

when incorrect

show choice panel with question " question "

when " answer 1 " selected

when " answer 2 " selected ⚙️

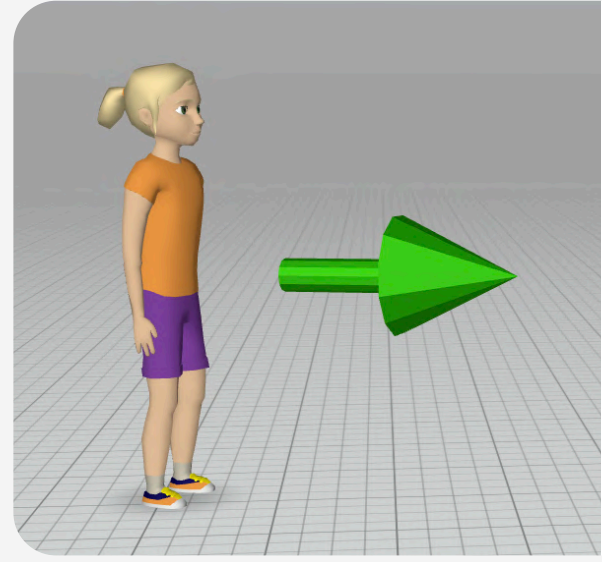
play sound my sound ▾

wait until finished false ▾

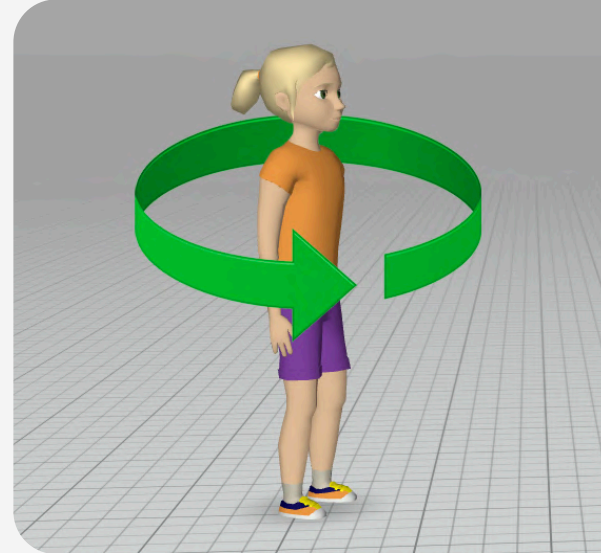
stop sound my sound ▾

Transform

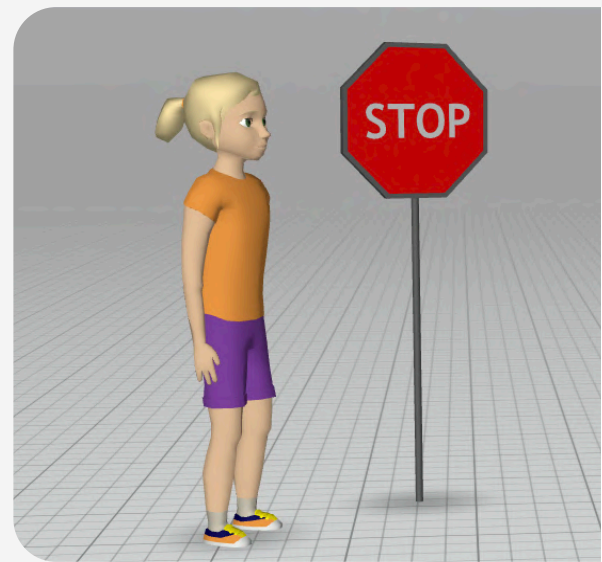
Action to perform



Move an object or a character

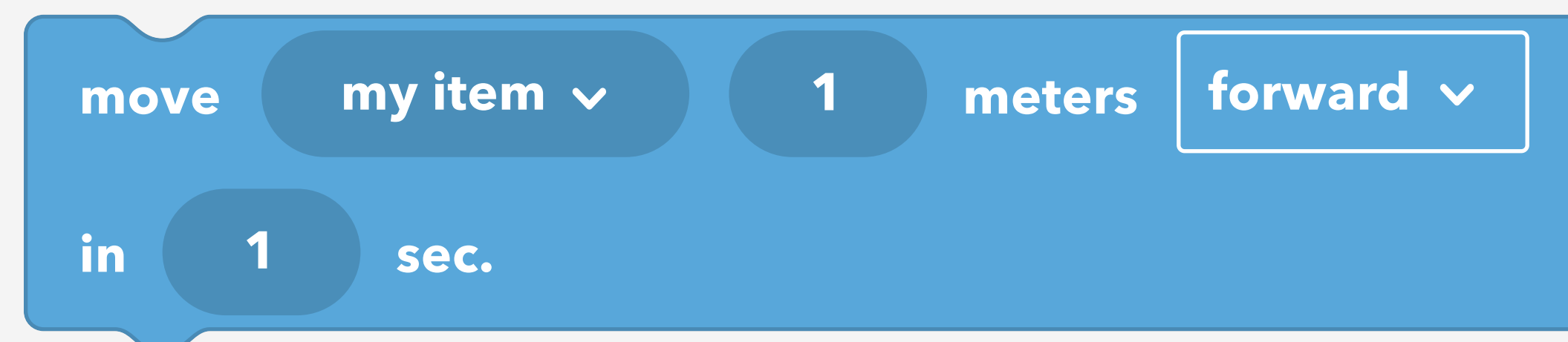


Turn an object or a character

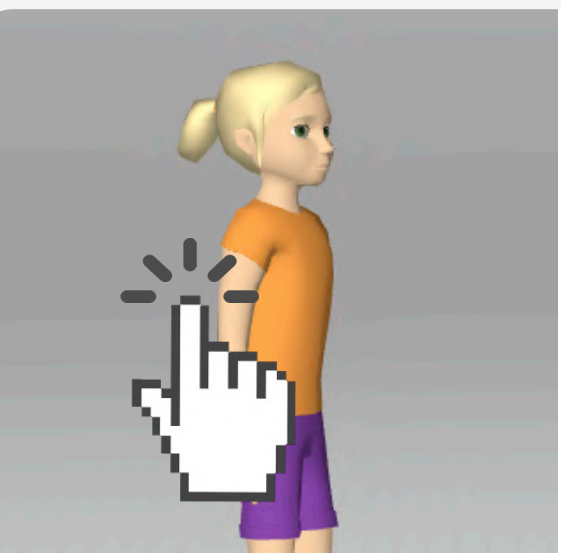


Stop an object or a character

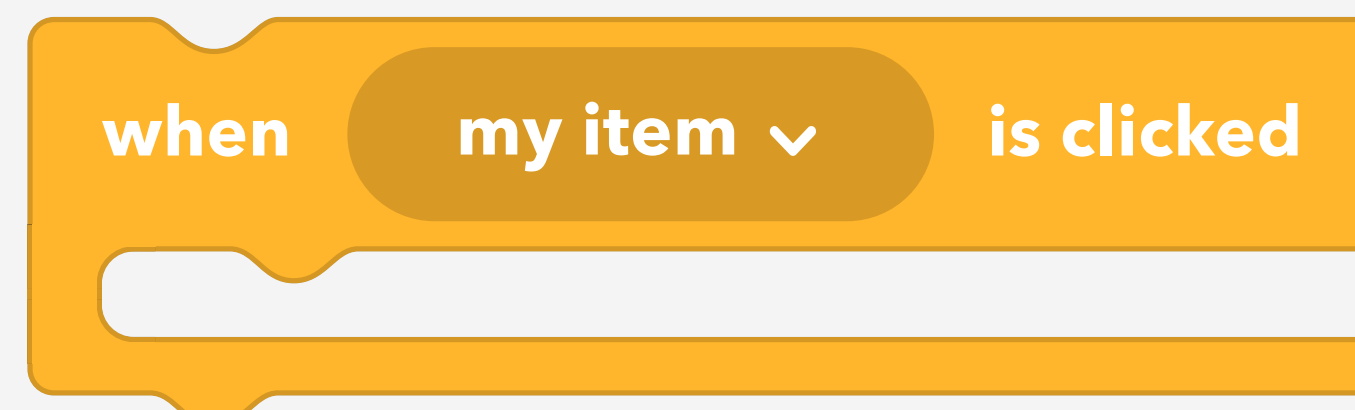
CoBlock to use



Events

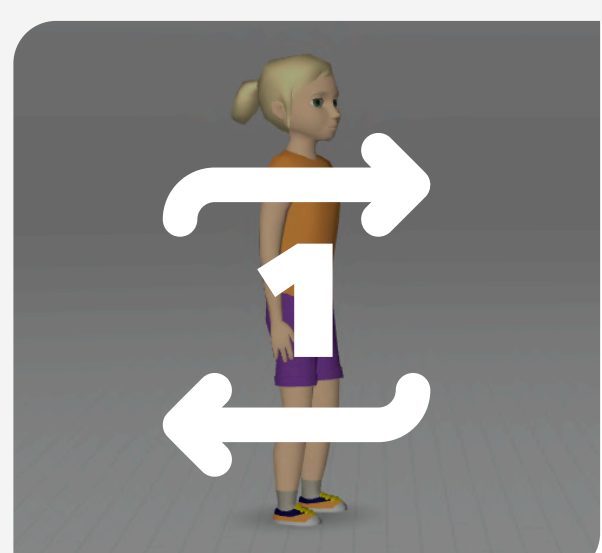


Make something happen **when** an item **is clicked**



Control

Action to perform



Make one or more actions **repeat** a certain amount of times



Make my program **wait** for some time

CoBlock to use

