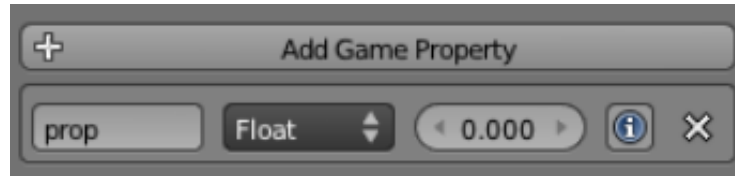


Properties



Properties are like variables. They are stored on the object and can be used to represent things about them, like ammo, health, name and so on.

Properties come in five different types:

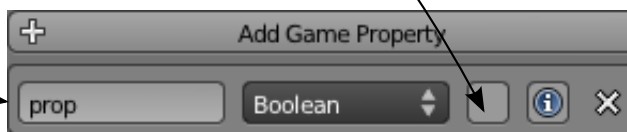
Timer – starts at the property value and counts upwards as long as the object exists. For example, it can be used to show how long it takes a player to complete a level.

Float – Uses a decimal number as a value. Ranges from -10000.000 to 10000.000. It is useful for precise values.

Integer – Uses whole numbers as a value. Ranges between -100000 and 10000. Useful for counting whole things, like ammo.

String – takes text as a value. Can store 128 characters.

Boolean – Boolean variable, has two states, on and off. It is useful for things that have two modes, like a light switch. The Boolean is automatically set to false, to set it to true, click so it goes dark grey.



Over the course of making a game you will be using lots of different properties for different reasons. It is important that you name your properties so that you know what they do.

Each property should have a different name.

If you are unsure which type to set your property to, set it to Boolean as this will take less memory when running the game.