

Add event

Double-click a condition in 'Sprite':



Angle 角度

- Is between angles 角度之間
- Is within angle 角度內

- Is clockwise from 順時針

角色事件(event)

Animations 動畫

- Compare frame 畫幅比較
- Is playing 正在播放
- On finished 完成時

- Compare speed 速度比較
- On any finished 完成任何時
- On frame changed 畫幅改變時

Appearance 外觀

- Compare opacity 透明度比較
- Is mirrored 左右相反

- Is flipped 上下顛倒
- Is visible 顯示

Collisions 碰撞

- Collisions enabled 碰撞啟動
- Is overlapping at offset 邊緣交疊

- Is overlapping another object 其他角色交疊
- On collision with another object 與其他角色碰撞時

Instance variables 角色內在變數

- Compare instance variable 變數比較
- Pick highest/lowest 選擇最高/最低

- Is boolean instance variable set

Misc 雜項

- On created 被創建時
- Pick by unique ID

- On destroyed 被摧毀時

Platform 平台

- Compare speed 速度比較
- Is double-jump enabled 兩次跳躍啟動
- Is jumping 跳躍時
- Is on floor 在地板上

- Is by wall 在牆邊
- Is falling 掉落時
- Is moving 移動

Platform: Animation triggers 平台:動畫觸發

- On fall 掉落時
- On landed 落地時
- On stopped 停止時

- On jump 跳躍時
- On moved 移動時

Size & Position

- Compare height 高度比較
- Compare X 水平比較
- Is on-screen 在螢幕上
- Pick nearest/furthest 選擇最近/最遠

- Compare width 寬度比較
- Compare Y 垂直比較
- Is outside layout 在邊界外

Web

- On image URL loaded

Z Order

- Is on layer 在圖層上
- Pick top/bottom

Animations 動畫

-  Set animation 動畫設定
-  Set repeat-to frame
-  Start 開始

-  Set frame 畫幅設定
-  Set speed 速度設定
-  Stop 停止

行動 (action)

Appearance 外觀

-  Set blend mode 混合模式設定
-   Set effect parameter
-  Set mirrored 左右相反設定
-  Set visible 顯示設定
-   Set effect enabled
-  Set flipped 上下顛倒設定
-  Set opacity 透明度設定

Instance variables 角色內變數

-  Add to 加上
-  Set value 設定數值
-  Toggle boolean
-  Set boolean
-  Subtract from 減去

Misc 雜項

-  Destroy 摧毀
-  Set from JSON
-  Set collisions enabled 碰撞啟動
-  Spawn another object 產生另一角色

Platform 平台

-  Fall through 掉落
-  Set angle of gravity 重力角度
-  Set double-jump 兩次跳躍
-  Set gravity 重力設定
-  Set jump strength 彈跳力設定
-  Set max fall speed 最大掉落速度
-  Set vector X
-  Simulate control 控制模擬
-  Set acceleration 加速設定
-  Set deceleration 減速設定
-  Set enabled 平台啟動
-  Set ignoring input
-  Set jump sustain 持續跳躍
-  Set max speed 最大速度
-  Set vector Y

ScrollTo 自動捲軸

-  Set enabled 啟動
-  Shake

Size & Position 尺寸及位置

-  Move at angle 角度移動
-  Set height 高度設定
-  Set position to another object
-  Set size 其他角色位置設定
-  Move forward 向前移動
-  Set position 位置設定
-  Set scale 大小設定--倍數
-  Set width
-  Set size 大小設定-像素
-  Set width 寬度設定
-  Set X 水平位置
-  Set Y 垂直位置

Web

-  Load image from URL

Z Order

-  Move to bottom
-  Move to object
-  Move to layer
-  Move to top

Angles

-  Is between angles
-  Is within angle

-  Is clockwise from

系統事件

General — 一般

-  Compare two values 數值比較
-  Is between values 數值之間
-  Is number NaN
-  Object UID exists
-  Every tick 每個畫面
-  Is group active
-  Is value type
-  Test regex

Global & local variables 全域及本地變數

-  Compare variable 變數比較

Layers & Layout 圖層和布局(關卡)

-  Compare opacity 透明度比較
-  Layer is empty
-  On canvas snapshot
-  Effects are supported
-  Layer is visible

Loops 迴圈

-  For
-  For Each (ordered)
-  While
-  For Each
-  Repeat

Pick instances

-  Pick all
-  Pick by evaluate
-  Pick overlapping point
-  Pick by comparison
-  Pick nth instance
-  Pick random instance

Save & Load

-  On load complete
-  On save complete
-  On load failed
-  On save failed

Special conditions

-  Else
-  Is on mobile device
-  Trigger once while true
-  Is in preview
-  Is on platform

Start & end 開始及結束

-  On end of layout 在關卡結束時
-  On start of layout 在關卡開始時
-  On loader layout complete

Time

-  Compare time 時間比較
-  Every X seconds 每 秒執行一次

Display

- ⚙️ Set canvas size
- ⚙️ Set pixel rounding

- ⚙️ Set fullscreen scaling
- ⚙️ Snapshot canvas

系統行動

General 一般

- ⚙️ Create object 創建物件
- ⚙️ Go to layout (by name) 前往特定關卡
- ⚙️ Restart layout 重新開始
- ⚙️ Sort Z order
- ⚙️ Go to layout 前往關卡
- ⚙️ Go to next/previous layout 前個/下個關卡
- ⚙️ Set group active
- ⚙️ Stop loop

Global & local variables 全域及當地變數

- 🌐 Add to 增加分數
- 🌐 Set value 設定分數
- ⚙️ Reset global variables 重新設定全域變數
- 🌐 Subtract from 減去分數

Layers & Layout

- ⚙️ Recreate initial objects
- ⚙️ Set layer angle
- ⚙️ Set layer blend mode
- fx* Set layer effect parameter
- ⚙️ Set layer opacity
- ⚙️ Set layer scale
- ⚙️ Set layer transparent
- ⚙️ Set layout angle
- fx* Set layout effect parameter
- ⚙️ Reset persisted objects
- ⚙️ Set layer background color
- fx* Set layer effect enabled
- ⚙️ Set layer force own texture
- ⚙️ Set layer parallax
- ⚙️ Set layer scale rate
- ⚙️ Set layer visible
- fx* Set layout effect enabled
- ⚙️ Set layout scale

Save & Load

- ⚙️ Load
- ⚙️ Save
- ⚙️ Load from JSON

Scrolling 捲動

- ⚙️ Scroll to object
- ⚙️ Scroll to X
- ⚙️ Scroll to position 捲動到 位置
- ⚙️ Scroll to Y

Time 時間

- ⚙️ Restore object time scale
- ⚙️ Set object time scale
- ⚙️ Signal
- ⚙️ Wait for signal 等待訊息
- ⚙️ Set minimum framerate
- ⚙️ Set time scale
- ⚙️ Wait 等待

Add behavior

Double-click a behavior to add:

Attributes 特性

-  Jump-thru
穿越跳躍
-  No Save
不儲存
-  Persist
-  Shadow Caster
-  Solid
硬化

General 一般

-  Anchor
-  Bound to layout
邊界限制
-  Destroy outside
邊界外摧毀
-  Drag & Drop
-  Fade
效果淡去
-  Flash
閃光效果
-  Line Of Sight
-  Pin
釘住
-  Timer
-  Wrap
-  Scroll To
自動捲軸

Movements 移動

-  8 Direction
8向移動
-  Bullet
子彈移動
-  Car
車子移動
-  Custom Movement
移動設定
-  Pathfinding
-  Physics
-  Platform
平台移動
-  Rotate
旋轉
-  Sine
正弦運動
-  Turret

A solid the Platform behavior can also jump on to from underneath.