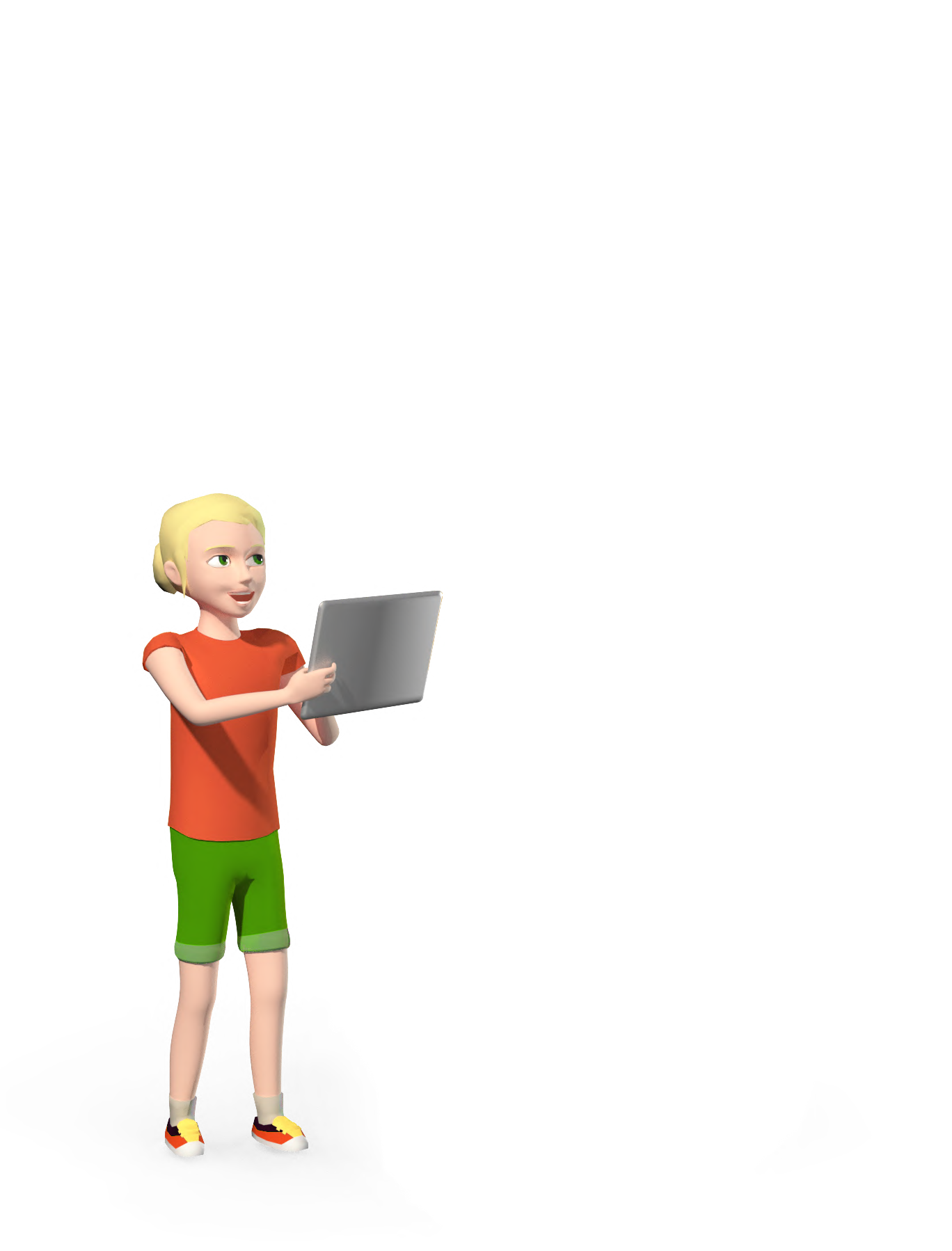
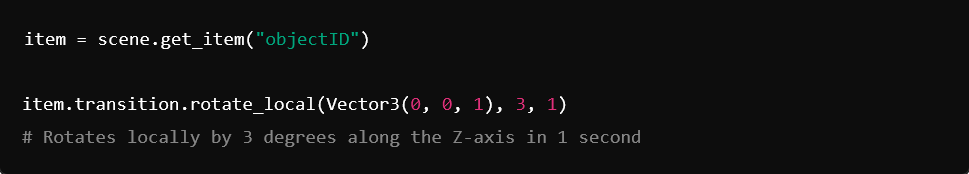
Python

cheat sheet





my item

is clicked





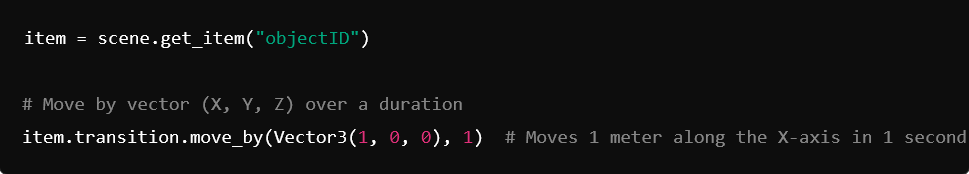
Last update: October 2024

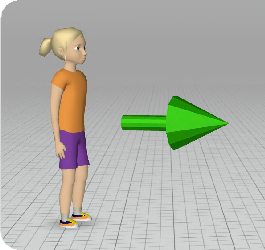
**Quick descriptions of**

**the beginners Python manual**

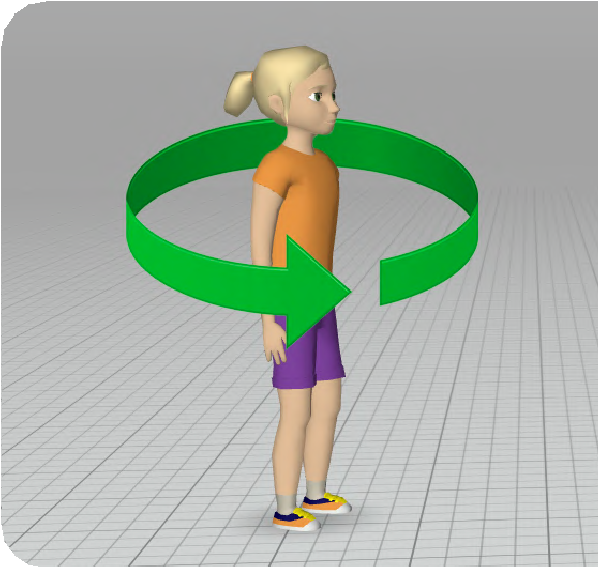
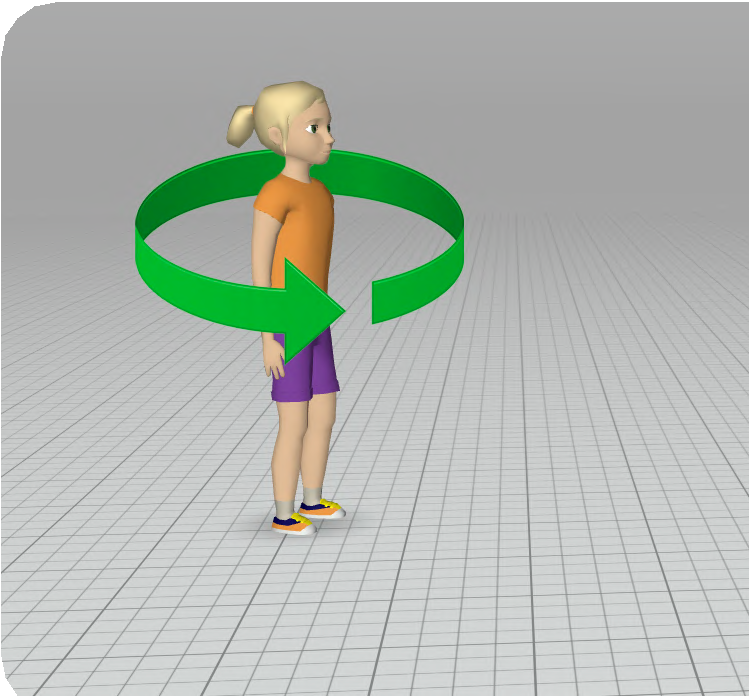
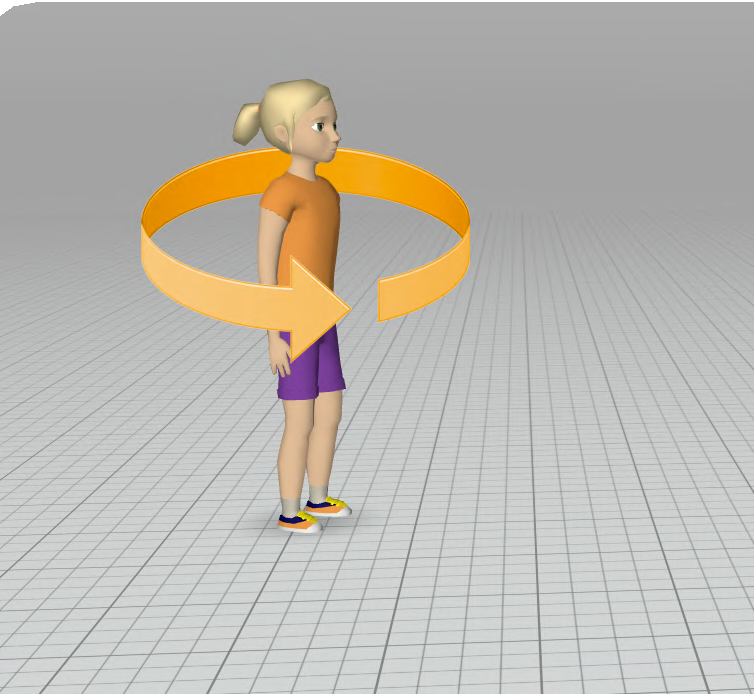
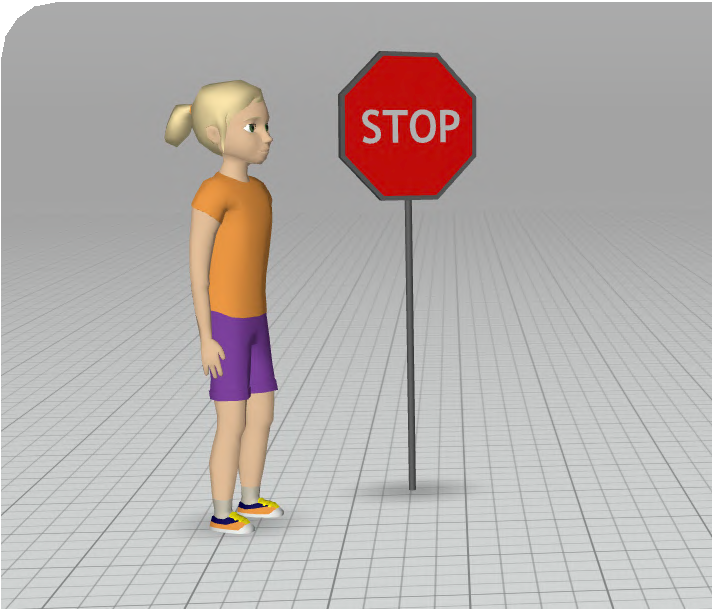
**Transform**

**Action to perform Python code to use**

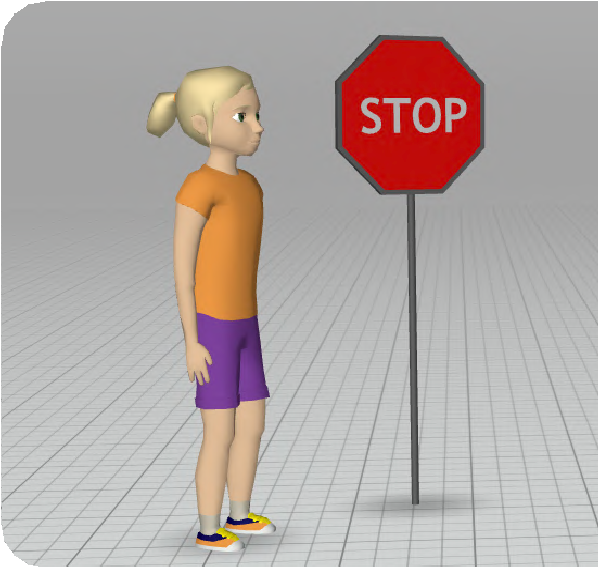
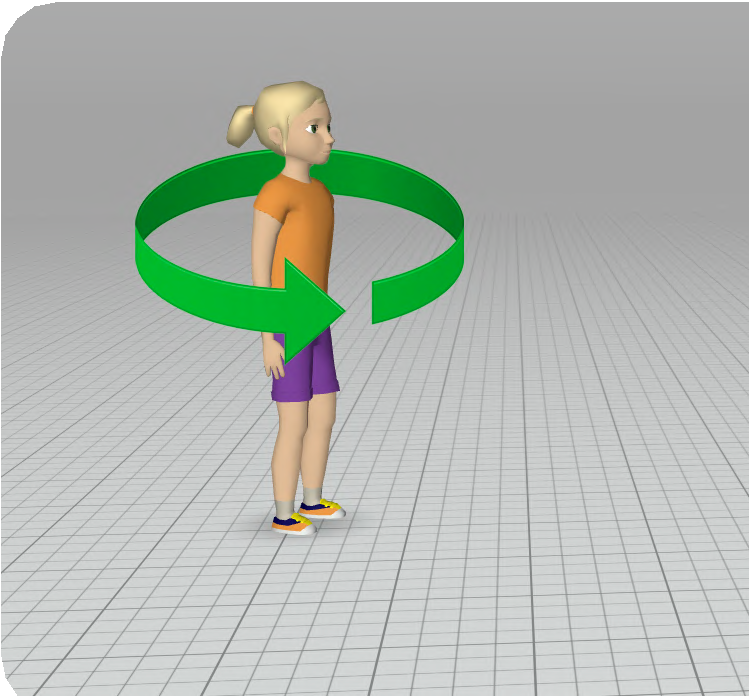
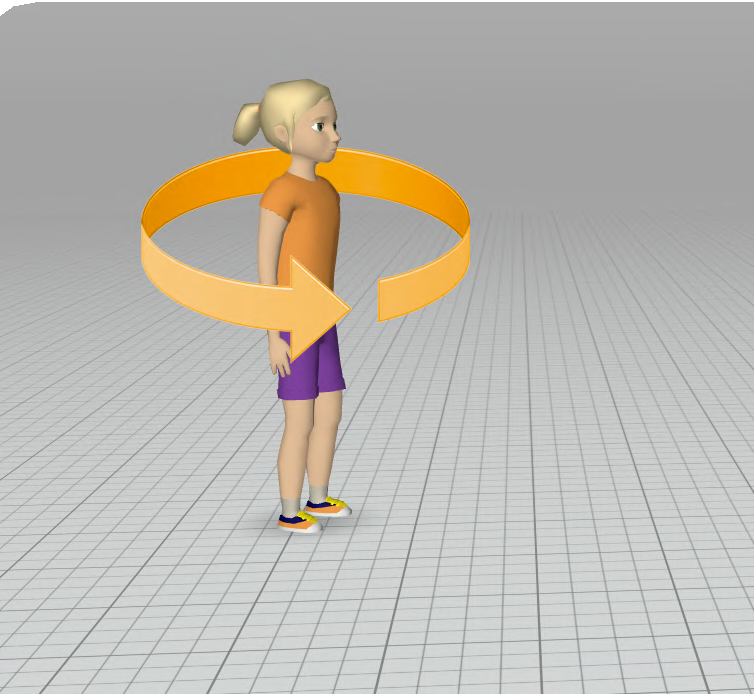
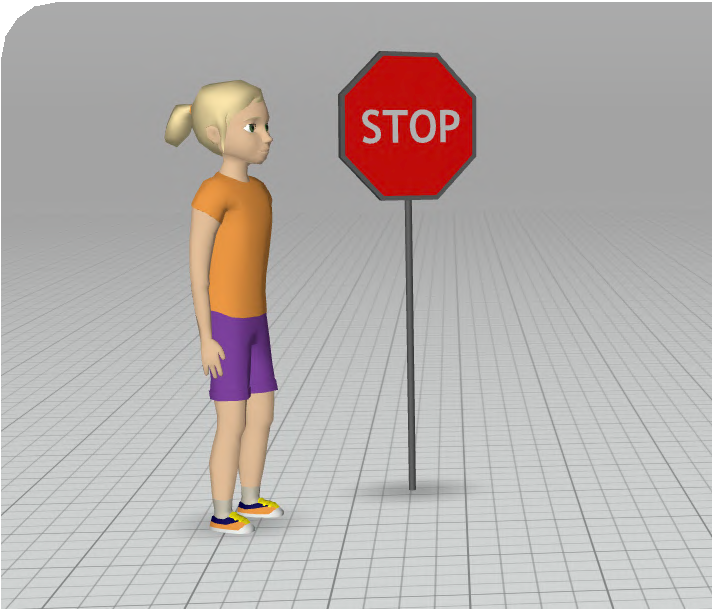




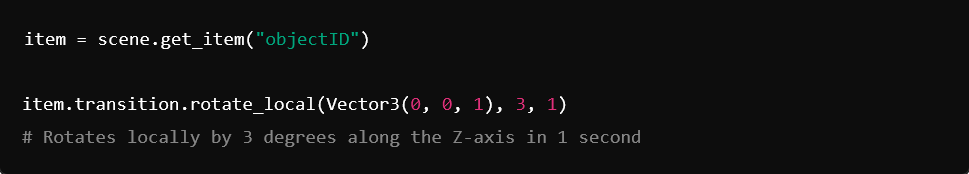
**Move** an Object or Character over time



**Local Rotation** of Object over time

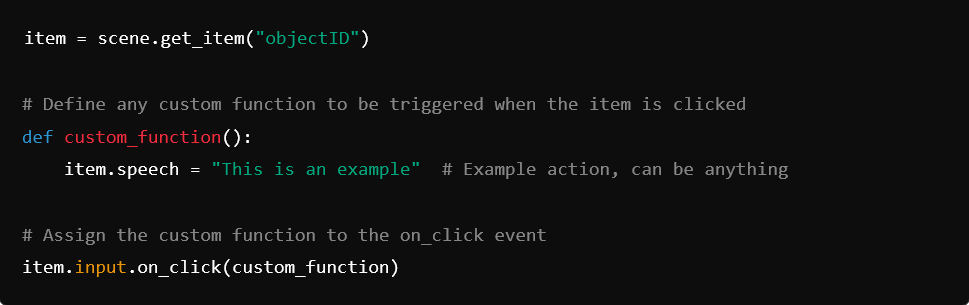


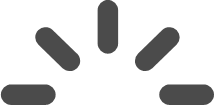
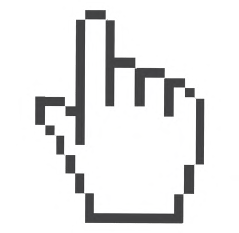
**Stop** an object or a character





**Events**





Make something happen

**when** an item **is clicked**

**Control**



Repeats the action **X** times



**1**

Make one or more actions

**repeat** a certain amount of times



Make my program **wait**

for some time



**Go to** specific **scene**.



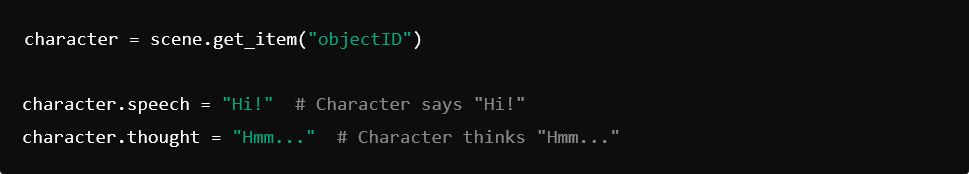
Performs the action after 1 second.



Switches to scene with ID **1**.

**Actions**

**Action to perform Python to use**



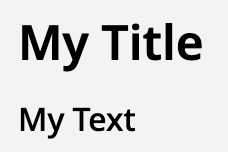
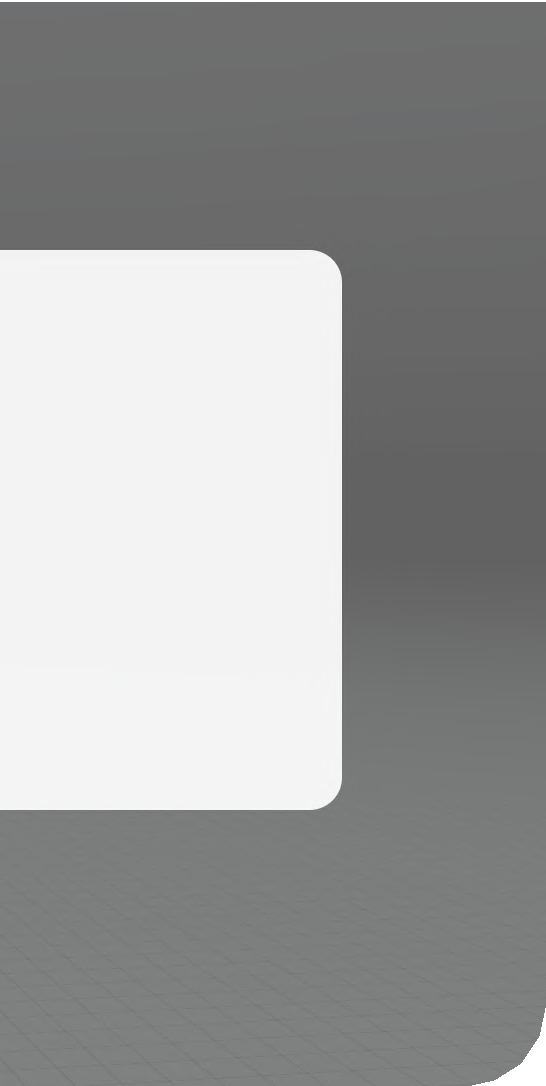
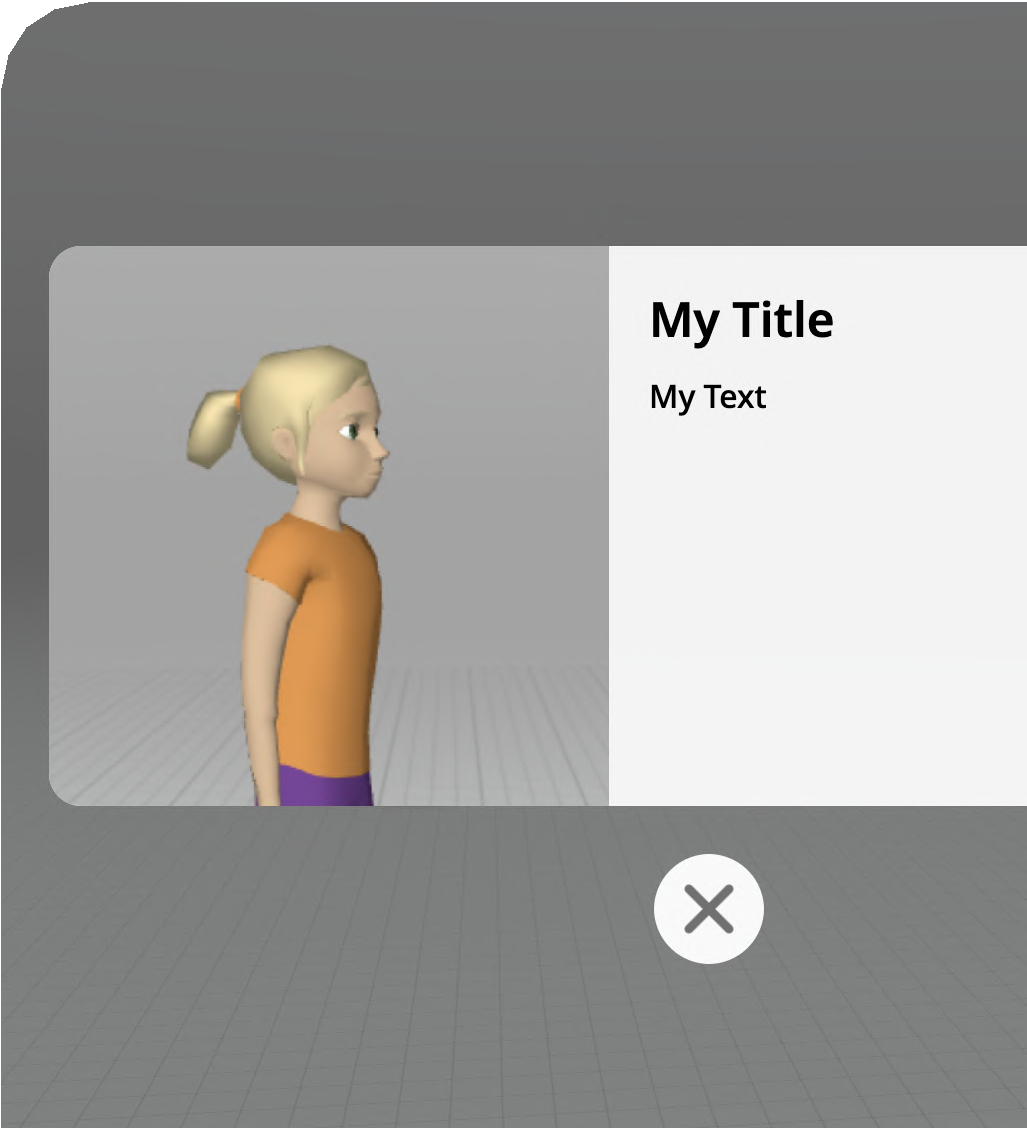


Make a character **say** or

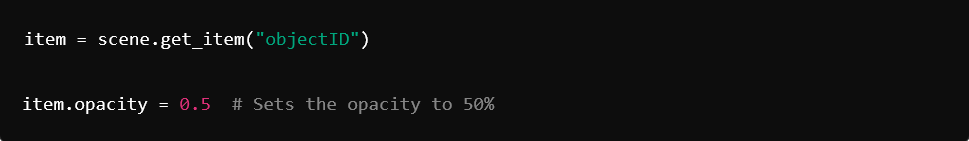
**think** something



Change the **opacity** of an item



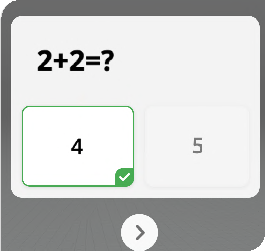
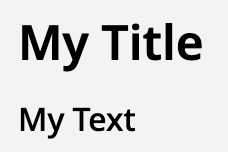
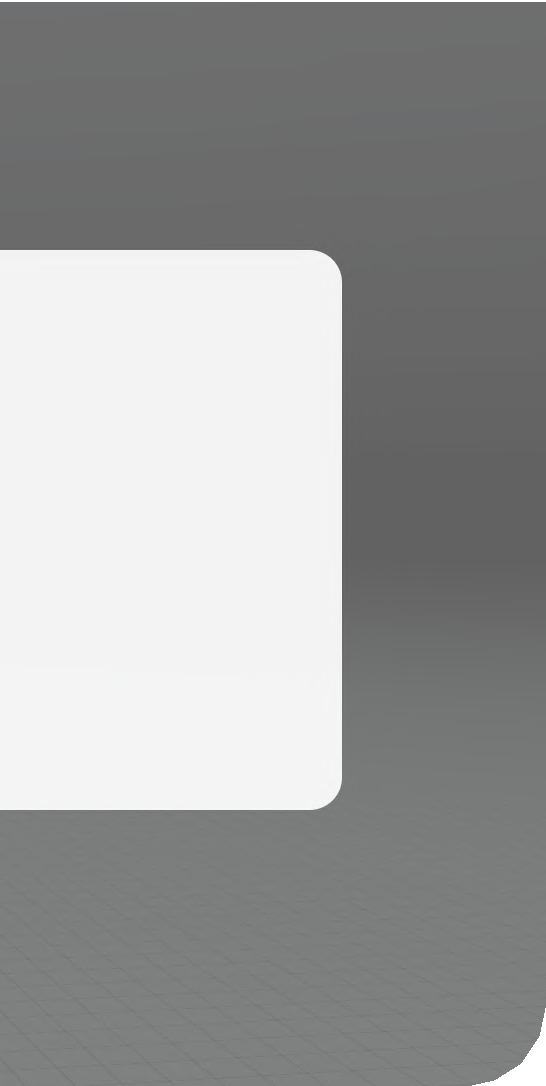
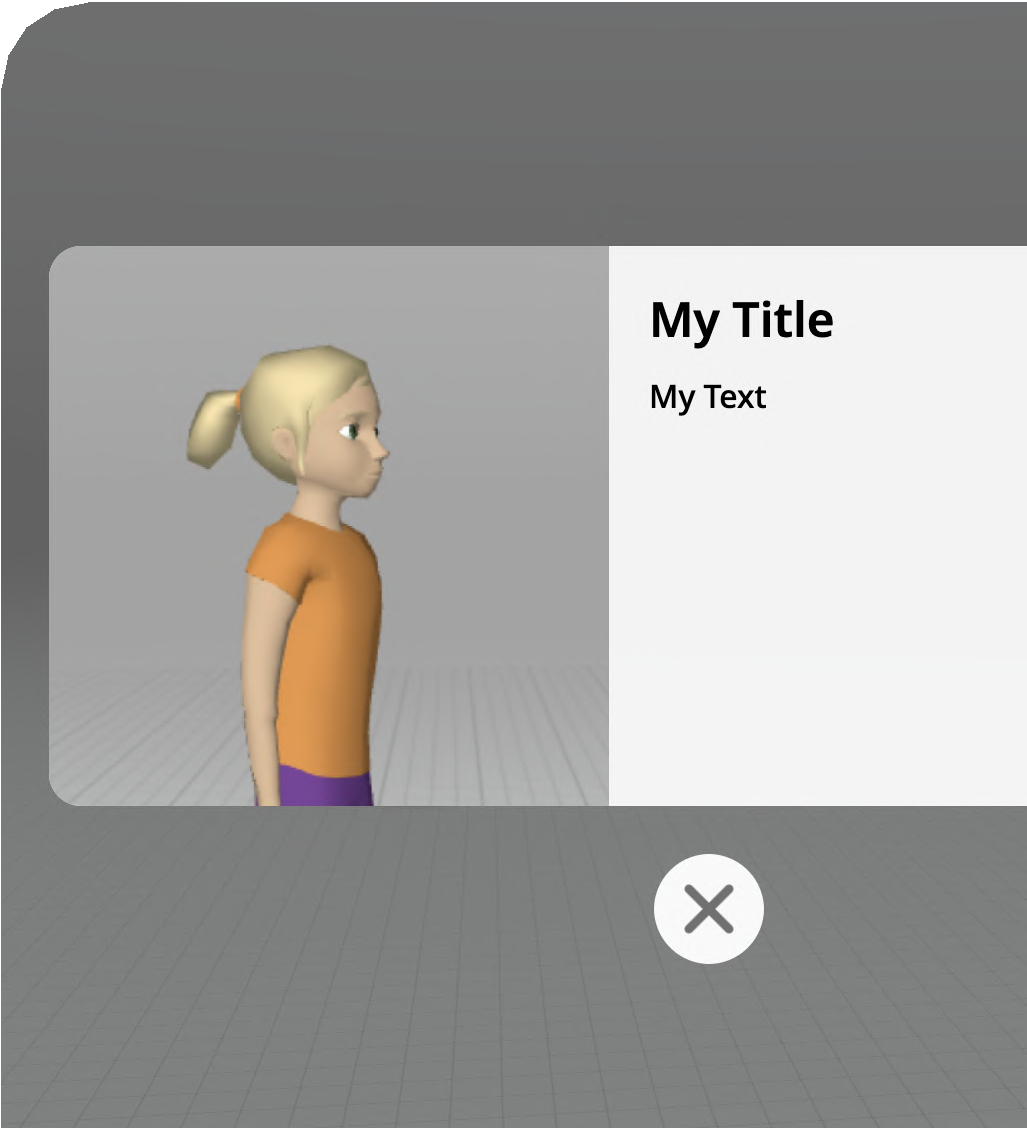
Show an **info panel** with a title, text (and an image)



Sets the opacity**(see-through level)** of the object to 50%.







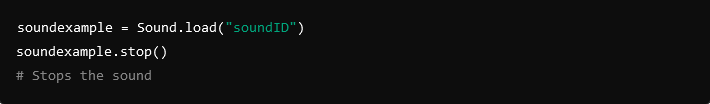
Show a **quiz panel** with a question and answers that can be clicked and

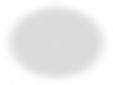
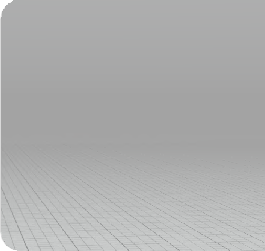
will trigger an action when the selected answer is correct or incorrect.





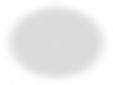
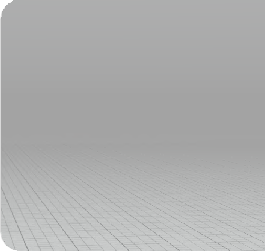
Show a **choice panel** with a question and options that can be clicked and that trigger different actions.





**Stop** playing the **sound**

file



Play a **sound** file