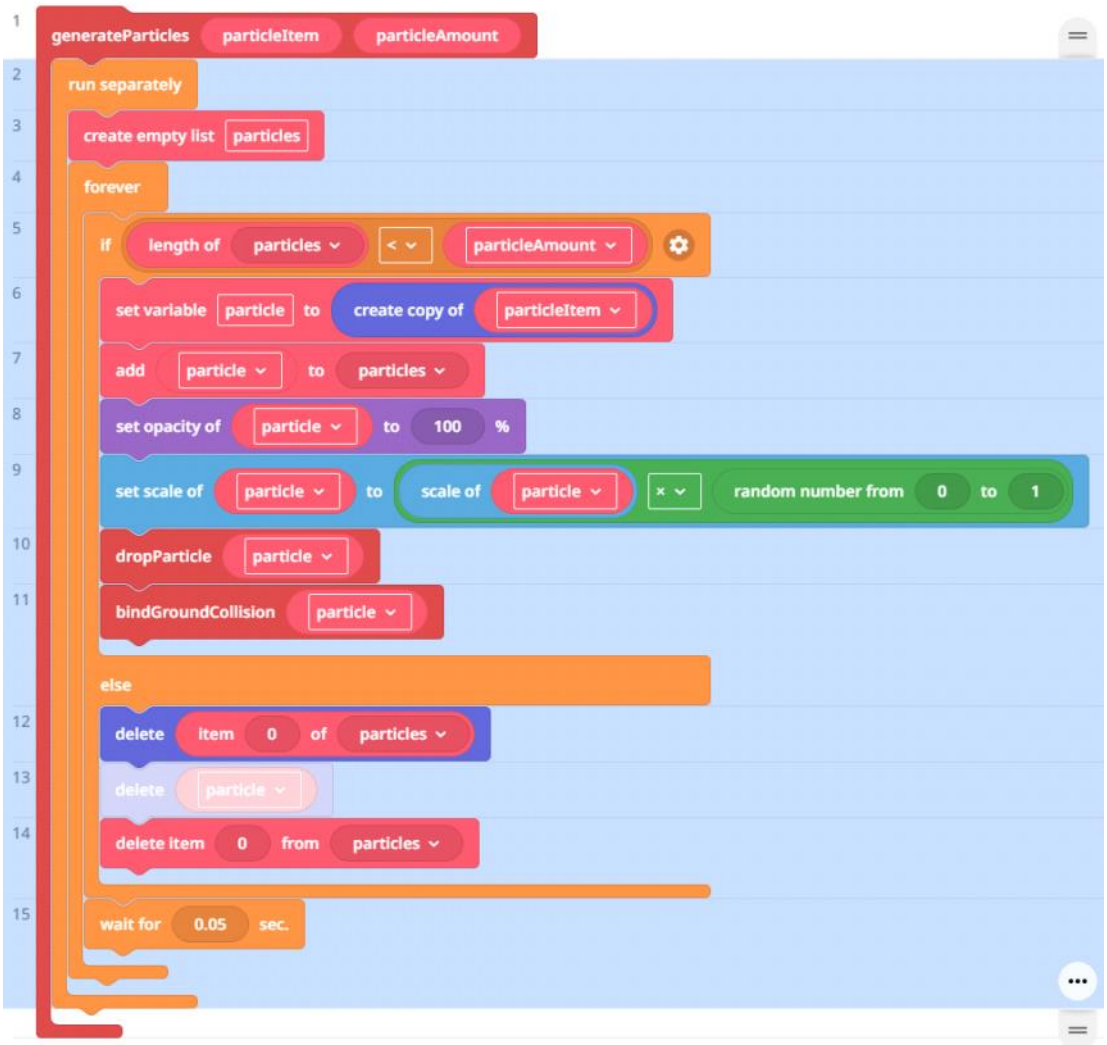
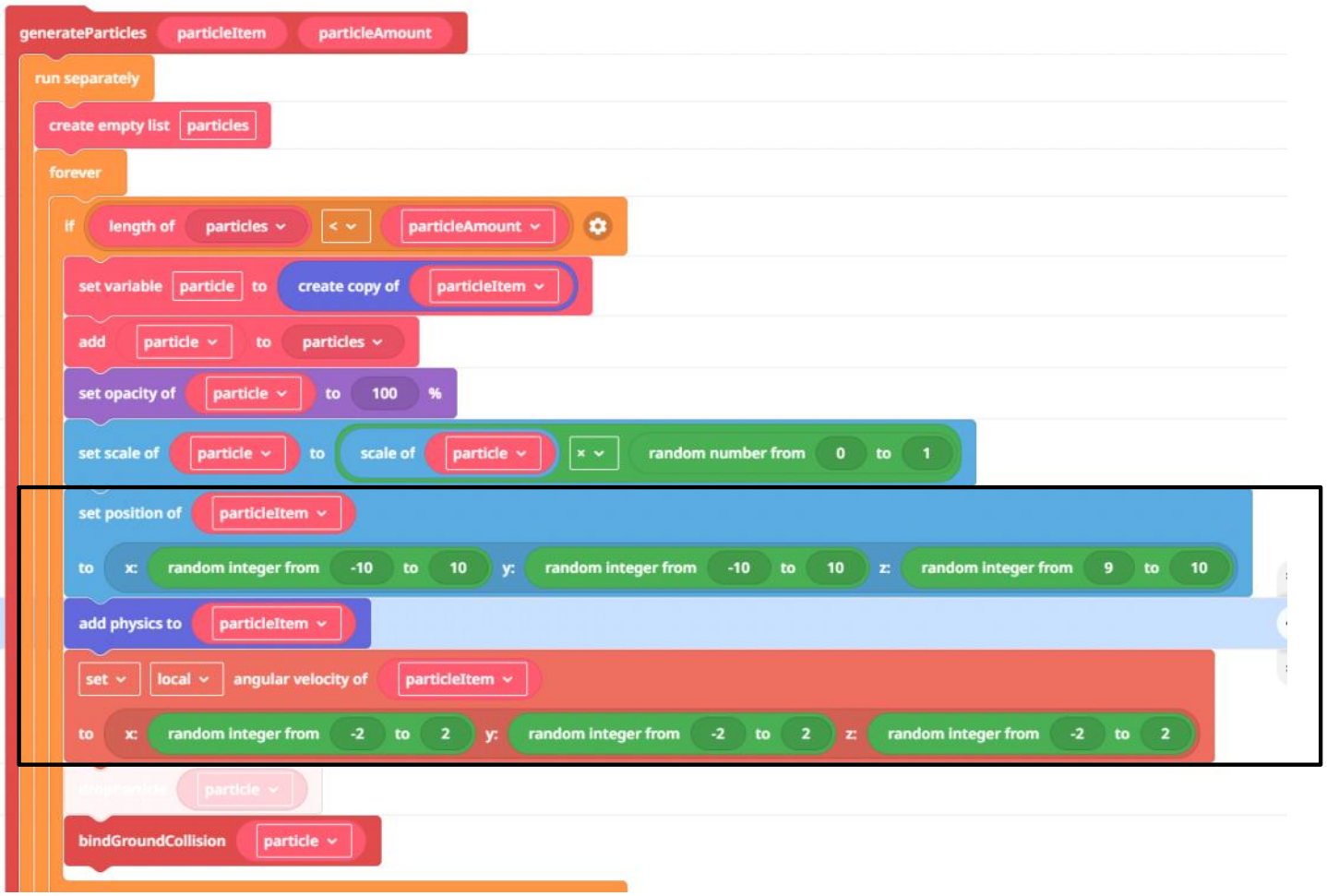
snow flakes

2020년 7월 10일 금요일 오후 2:01

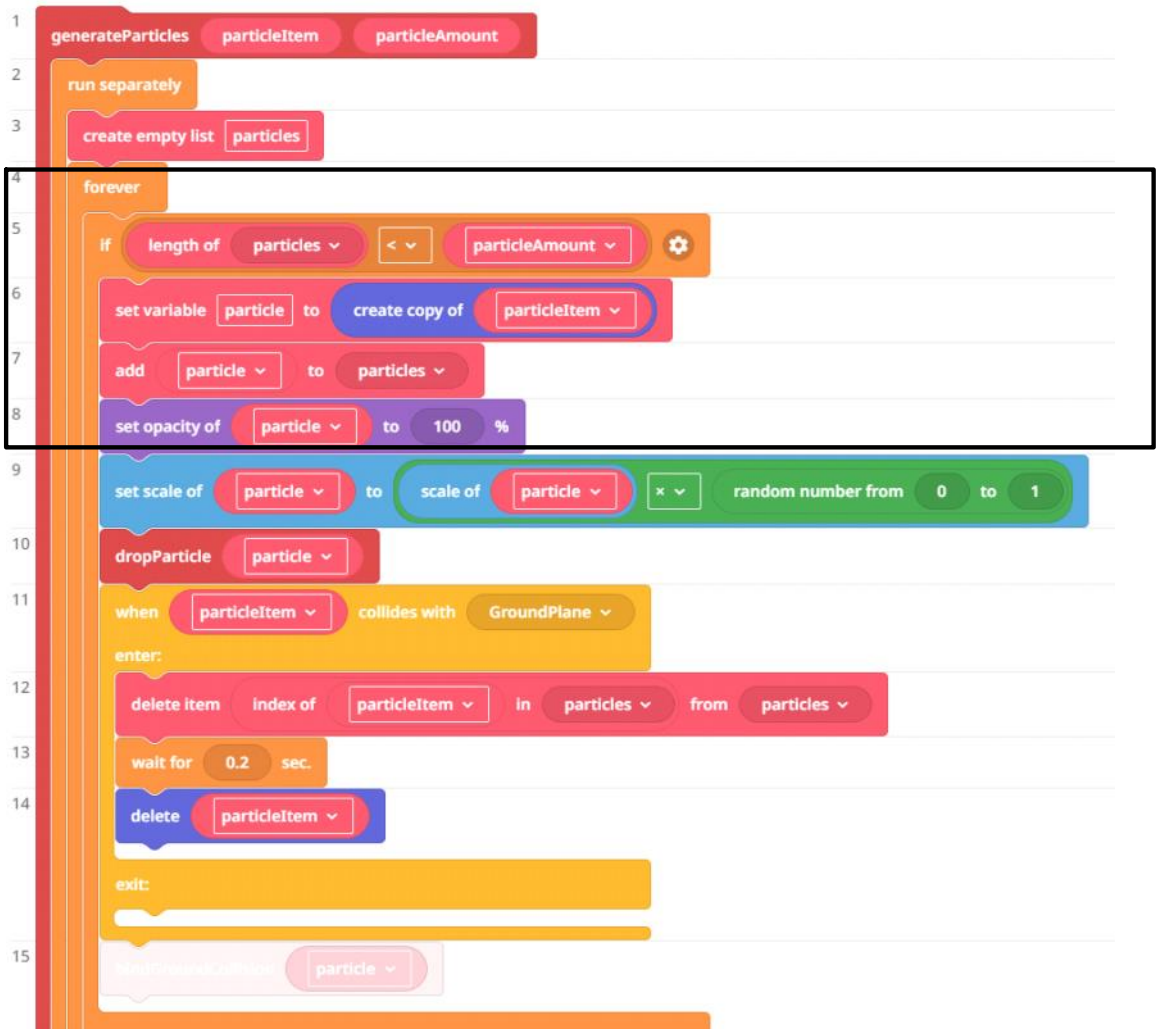


: What is the purpose of [run separately] block? I think there will be no diffrence even though [run separately] block is not used because the function_[generateParticles] is called just once.



: Instead of using function_[dropParticle], how the performance is changed if we insert the relevant CoBlocks directly in the if_statement?

- When the CoBlocks relevant to function_dropParticle used directly, I find that snow flakes comes down faster and the number of flakes are getting smaller.
- I am confused the difference between using the function and not using it in this case.



: This time, when the function_[bindGroundCollision] is not used and the relevant CoBlocks are inserted to the position of that function, what kind of difference is supposed to come out based on the principal of CoBlocks program? I checked the difference but it is very hard to understand the reason causing this difference.