When program started	Runs the script when the Pocket Code program is started.
When tapped	Runs the script when the sprite is tapped
Wait second	Waits a specified number of seconds, then continues with next brick.
When I receive	Runs the script when the sprite receives a specified broadcast message.
When physical collision with	Allows the execution of a script when two physics-enabled objects collide.

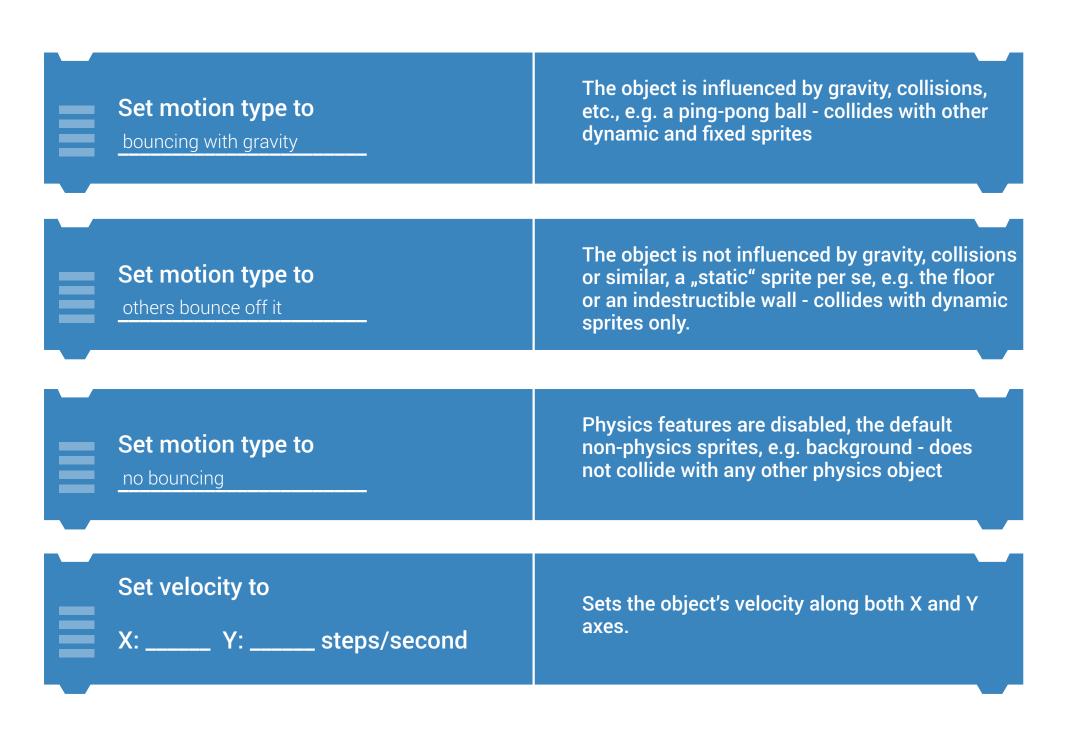
Broadcast and wait	Sends a certain broadcast message to al sprites and waits.
Forever	Runs the enclosed bricks infinitely.
End of loop	Comes always with a FOREVER loop.
Repeat times	Runs the enclosed bricks a specified number of times.
End of loop	Comes always with a REPEAT loop.

If the condition is true, run the bricks inside the if-area; if not, run the bricks inside the else-area.
Comes always with a a IF clause.
Comes always with a a IF clause.
Sends a certain broadcast message to all sprites.
With this brick you can comment on your code This brick has no influence on the execution of your program.

Place at X: Y:	Place the sprite to the specified X and Y position.
Set X to:	Set the sprite's X coordinate.
Set Y to:	Set the sprite's Y coordinate.
Change X by:	Changes the sprite's X coordinate values by the given increment.
Change Y by:	Changes the sprite's Y coordinate values by the given increment.

If on edge, bounce	If touching the edge of the screen it bounces away.
Move steps	Move the sprite a certain number of steps (e.g.: 10)
Turn left:°	Turns the sprite to the left (counter clockwise) by the specified degrees.
	Turns the enrite to the right (electronics)
Turn right: °	Turns the sprite to the right (clockwise) by the specified degrees.
Point in direction°	Sets the direction of the current sprite (in degrees).

Point towards	Sets the direction of the current sprite regarding another object.
Glide second to X: Y:	Glide within a certain time to the specified X,Y position.
Go back layer	Moves the sprite a given number of layers back in the layer stack.
Go to front	Bring the sprite to the frontmost layer so it covers all other sprites with overlapping positions.
Vibrate for seconds	Uses the vibration functionality of the device for the given time span.



Rotate left degrees/second	Sets the object's counter-clockwise rotational speed in degrees/second.
Rotate right degrees/second	Sets the object's clockwise rotational speed in degrees/second.
Set gravity for all objects to X: Y: steps/second ²	Changes the physics world's gravity which affects all dynamic physics objects. Both positive and negative values are allowed for gravity on both X and Y axes.
Set mass to kilogram	Determines a object's mass. Accepted values are 0 and above. Note that increasing an object's mass will not increase the speed with which it will "fall" due to gravity

Set bounce factor to %

Determines how much of an object's energy/velocity is lost (or gained) upon collision with another physics object. Both colliding objects' BounceFactors are used to calculate how "violently" the objects bounce off of each other. Accepted values are 0 and above, factors greater than 1 are also supported. If both colliding objects have a BounceFactor of 0 they do not bounce at all upon collision.

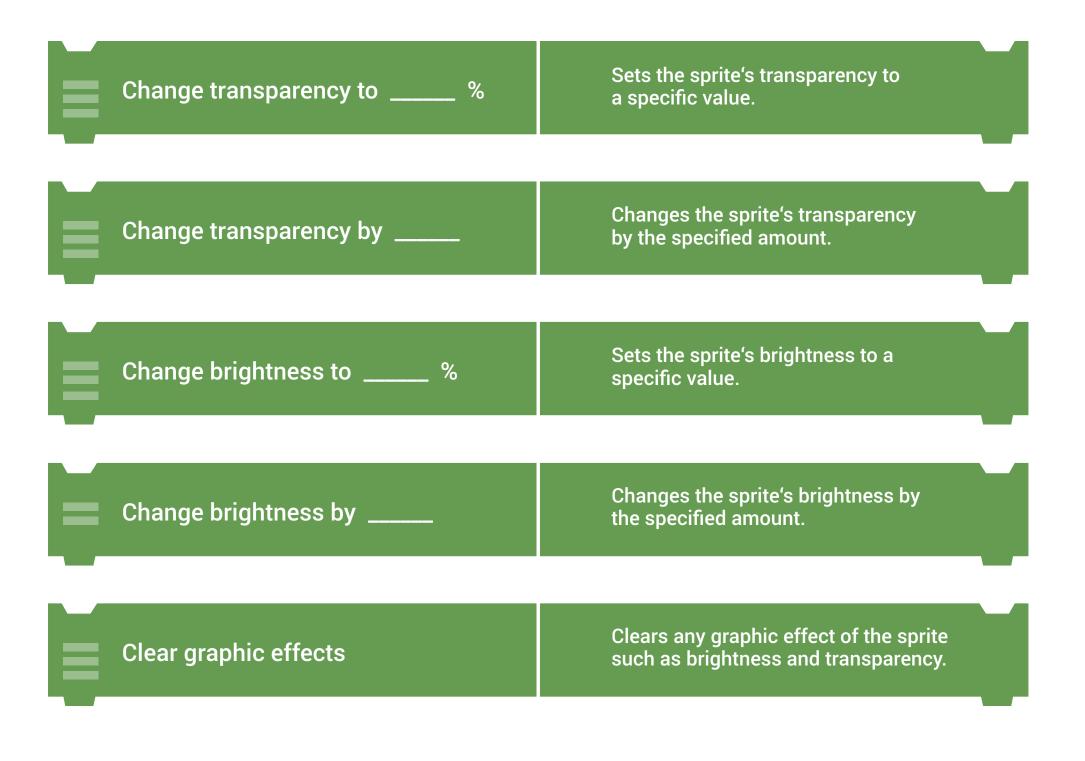
Setze Reibung auf

_____ %

Determines how fast/easily one physics object can glide along another. Accepted values are between 0 and 1, values greater than 1 are accepted as well. The higher the objects' friction values, the slower they will glide.

Start sound	Start to play the specified sound.
Stop all sounds	Stops all playing sounds.
Set volume to %	Sets the volume for sound replay to a certain value.
Change volume by	Changes the volume for sound replay by a certain value.
Speak	Speaks the specified text.

Next look	Switches the sprite to its next look. You can change the order of the different looks of one object.
Set size to %	Sets the size of the current sprite.
Change size by %	Change the size of the current sprite about the specified amount.
Show	Makes the sprite visible on the screen.
Hide	Makes the sprite invisible.



Switch to look	Switches the sprite to a specified look. A sprite can have different looks. This can be seen as different designs. Different looks of the same sprite can be used to create simple animations.
Change color by	Changes the colour of the sprite by the given amount.
Turn flashlight	Turns the devices flashlight on/off

Set variable to:	Set the variable to a certain value.
Change variable by:	Change the variable by a certain value.
Show variable at X: Y:	Shows the value of the variable at a specific X and Y coordinate on the stage.
Hide variable	Hides the variable so it is not visible on the stage.