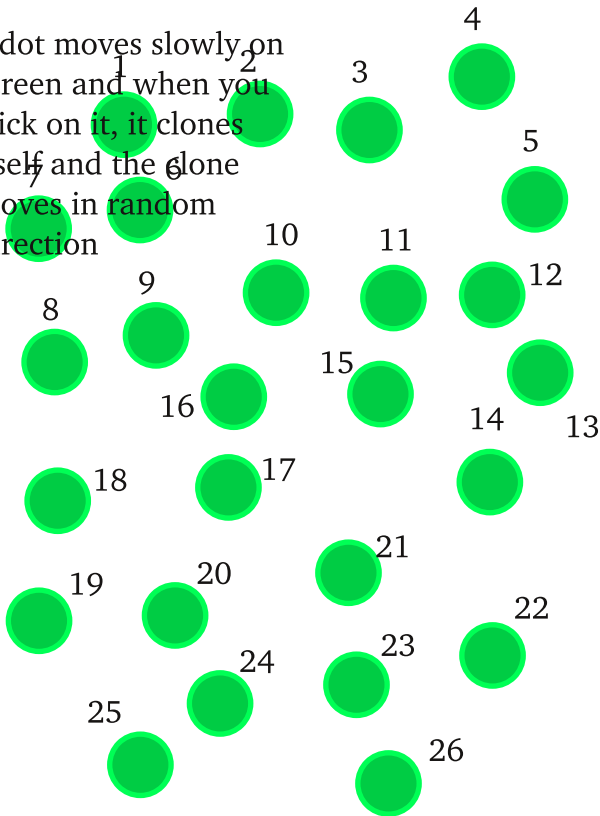# Creating clones

Find out where you are.

a dot moves slowly on screen and when you click on it, it clones itself and the clone moves in random direction

1
2
3
4
5
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26

```
when I start as a clone
set id ▼ to count-id
set x to pick random -220 to 220
set y to pick random -160 to 160
say join id count-id for 2 secs
```
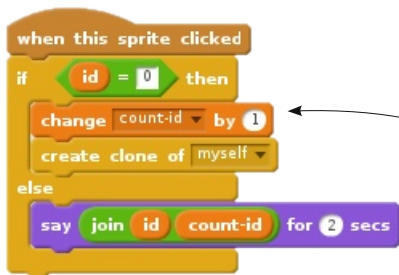
When a clone is created, the value of its own "id" is set to the number of existing clones as its value.

If you're creating the third clone, it will have "id = 3".

It will then move to a random place and show the value of its "id".

```
when this sprite clicked
if    id = 0    then
    change count-id ▼ by 1
    create clone of myself ▼
else
    say join id count-id for 2 secs
```

When the sprite is clicked, it first checks it's own "id".

If it's the original sprite, the "id" will be 0. In that case, the number of clones "count-id" is increased by 1 and a new clone is created.

If the "id" is not 0 (else), you have clicked on one of the clones: in that case we show for two seconds the id of the clone and the number of existing clones.

Creating clones

We are going to create clones of a sprite and let each of them "say" its own id.

Try this code

New Variable

Variable name: id

○ For all sprites   ● For this sprite only

☐ Cloud variable (stored on server)

OK   Cancel

New Variable

Variable name: count-id

● For all sprites   ○ For this sprite only

☐ Cloud variable (stored on server)

OK   Cancel

Create the two variables "id" and "count-id". The "id" variable is private to each sprite and will be different for every clone. the "count-id" is common to all sprites and counts the number of existing clones.

when 🏴 clicked
set id to 0
set count-id to 0

Inizialize the two variables when clicking on the green flag.