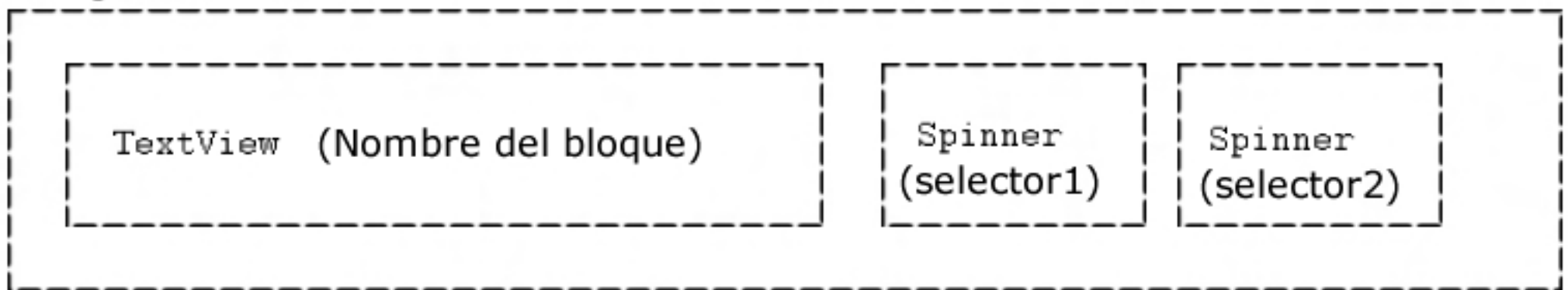


## Estructura UI de un CommandBlock

merge: fusiona estos elementos en uno solo

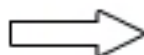


Según sus características se le aplica un background diferente:

Inicio



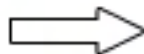
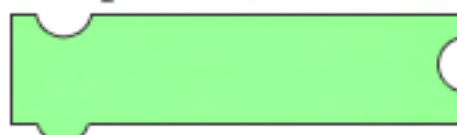
Repetir no conectado



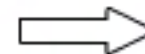
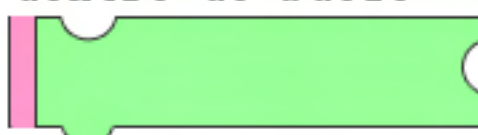
Repetir conectado



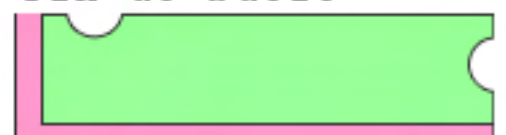
Acepto sensor



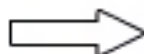
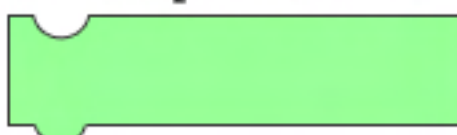
dentro de bucle



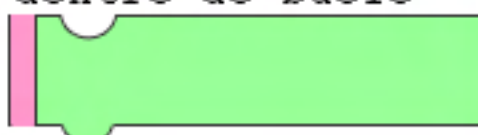
fin de bucle



No acepto sensor



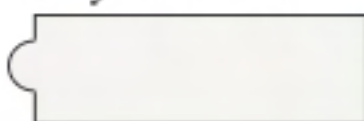
dentro de bucle



fin de bucle



Soy sensor



Conector inferior



Conector lateral

