# 366.https://stackoverflow.com/questions/71380745/local-variable-body-referenced-before-assignment-error-being-thrown-up-in-cod

**T:**local variable 'Body' referenced before assignment- error being thrown up in code however cannot see the reason as 'Body' is defined

**Q:**This code is throwing up 'local variable 'Body' referenced before assignment' error which is being flagged on the 'for x in body'. I have looked at the code and I am really struggling to find the cause of the error as the issue isn't consistent with the other conditions I have created using the same format?  
  
 bgs = ['01\_BG\_Blue.png', '02\_BG\_Red.png', '03\_BG\_Green.png', '04\_BG\_Grey.png', '05\_BG\_Orange.png', '06\_BG\_Silver.png', '07\_BG\_Navy.png', '08\_BG\_Cave.png', '09\_BG\_Forest Background.png'] Body = ['01\_Body\_Wolf.png', '02\_Body\_Green Wolf.png','03\_Body\_Ice Wolf.png'] Outfit = ['00\_Outfit\_Fighter.png', '01\_Outfit\_Spartan.png', '02\_Outfit\_Black belt Fighter.png'] Weapons = ['00\_Weapons\_Sword 1.png', '01\_Weapons\_Axe.png' '02\_Weapons\_Quiver.png' '03\_Weapons\_Sword 2.png' '04\_Weapons\_Axe 2.png'] mouths = ['01\_Mouth\_Tongue.png', '02\_Mouth\_Snarl.png'] eyez = ['00\_Eyes\_Brown eyes.png', '01\_Eyes\_Grey Eyes.png', '02\_Eyes\_Red Eyes.png', '03\_Eyes\_White Eyes.png', '04\_Eyes\_Snake Eyes.png', '05\_Eyes\_Future Eyes.png'] Traits = ['00\_Traits\_Earring 1.png', '01\_Traits\_Earring 2.png', '02\_Traits\_Laural.png', '03\_Traits\_Pipe.png', '04\_Traits\_Scar.png', '05\_Traits\_Crown.png'] Fweapons = ['00\_Overhead\_Bow.png', '01\_Overhead\_Spear.png'] def gen(): count = 0 while count != 5555: # size of collection, so script stops traits = [] traits\_names = [] """ Just some checks to avoid issues coming up in the big lists of traits. """ for x in backgroundsList: if len(x) < 2: backgroundsList.remove(x) for x in BodyList: if len(x) < 2: BodyList.remove(x) for x in outfitList: if len(x) < 2: outfitList.remove(x) for x in WeaponsList: if len(x) < 2: WeaponsList.remove(x) for x in mouthsList: if len(x) < 2: mouthsList.remove(x) for x in eyesList: if len(x) < 2: eyesList.remove(x) for x in TraitsList: if len(x) < 2: TraitsList.remove(x) for x in FrontweaponsList: if len(x) < 2: FrontweaponsList.remove(x) """ Collecting of the randomly chosen traits. """ bgcheck = random.choice(backgroundsList) backgroundsList.remove(bgcheck) for x in bgs: if x.split('.png')[0].replace('\_', ' ').replace(' ', '\_', 2).split('\_')[2] == bgcheck: bg = x break Bodycheck = random.choice(BodyList) BodyList.remove(Bodycheck) for x in Body: if x.split('.png')[0].replace('\_', ' ').replace(' ', '\_', 2).split('\_')[2] == Bodycheck: Body = x break\*\*  
  
WARN: THIS PARAGRAPH CONTAINS TAG: [CODE]

1 **Answer**

**A1:**You've declared all the lists and variables in the global scope(outside the function). So they cannot be accessed from within the function unless you declare them as global variables.  
  
Just add this line at the beginning of the function gen:  
  
WARN: THIS PARAGRAPH CONTAINS TAG: [CODE]   
  
global bgs,Body,Outfit,eyez....  
  
WARN: THIS PARAGRAPH CONTAINS TAG: [CODE]   
  
Add all the variable names that you want to use in the function.