

Slots		Menus		Icons	
Name	Description	Name	Description	Name	Description
%b	Boolean slot	attribute	List of object attribute names	@greenFlag	The green flag
%c	Color slot	backdrop	List of backdrop names	@stop	The stop button
%d.<menu>	Numeric slot with menu	booleanSensor	List of boolean sensor names	@turnRight	A clockwise circular arrow
%m.<menu>	Readonly slot with menu	broadcast	List of broadcast messages	@turnLeft	A counterclockwise circular arrow
%n	Numeric slot	broadcastInfoMenu	List of broadcast messages and options for showing senders/receivers		
%s	String slot	colorPicker	Color picker		
		costume	List of costume names		
		direction	List of sprite directions		
		drum	List of drums		
		effect	List of effect names		
		instrument	List of instruments		
		key	List of key names		
		list	List of list names		
		listDeleteItem	List of special deletion indices for lists		
		listItem	List of special indices for lists		
		mathOp	List of math operations		
		motorDirection	List of motor directions		
		note	List of note names		
		procMenu	"edit" and block context menu items		
		rotationStyle	List of rotation styles		
		scrollAlign	"bottom-left", "bottom-right", "middle", "top-left", "top-right"		
		sensor	List of numeric sensor names		
		sound	List of sound names		
		spriteOnly	List of sprites and "myself"		
		spriteOrMouse	List of sprites and "mouse-pointer"		
		spriteOrStage	List of sprites and "Stage"		
		stageOrThis	"stage" and "this sprite"		
		stop	"all", "this script", and "other scripts in sprite"		
		timeAndDate	List of time and date names		
		touching	List of sprites, "mouse-pointer" and "edge"		
		triggerSensor	List of sensor names which can trigger a hat block		
		var	List of variable names		
		videoMotionType	"motion" and "direction"		
		videoState	"off", "on", and "on-flipped"		