

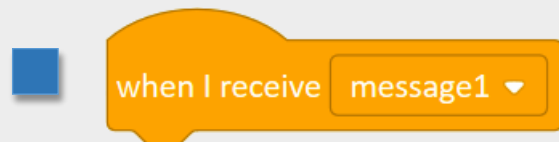


■ broadcasting

is how sprites communicate and collaborate. A sprite broadcasts a *message* and one or several sprites may react by running their scripts



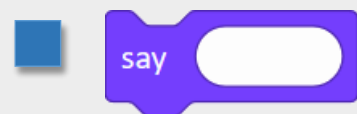
is used to broadcast a *message*, which is text we type in



the script attached to this hat block will run whenever that *message* has been broadcast



makes the sprite say the text in the block in a speech bubble for a specified number of seconds



makes the sprite say the text in the block in a speech bubble. To remove the speech bubble, click the red Stop sign or run a **say** block with different text

■ event

is a special situation like **when I receive message** or **when green flag clicked** etc. All scripts with that hat block will be run in parallel