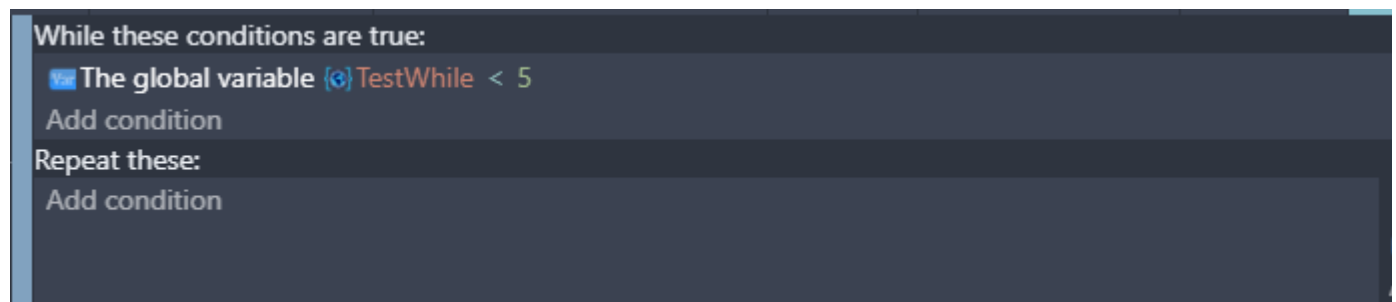# While events

Special Event Description

While events are a special kind of [event](#): as long as the $While$ *conditions* are true, the event is repeated without interruption (i.e. the next events are **not executed** and the screen is **not** refreshed).

While events are usually not needed, but these events can be used to repeat actions as long as a given set of conditions is true. The While event is useful in some algorithms that you may want to create in your game.
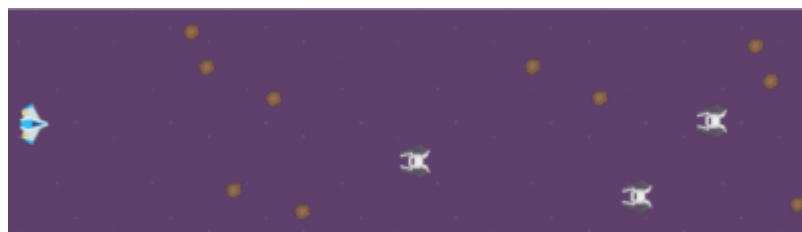
> To add a special event, you must press the "Create and add an event" button, not any of the other methods of adding events. [See here.](#)
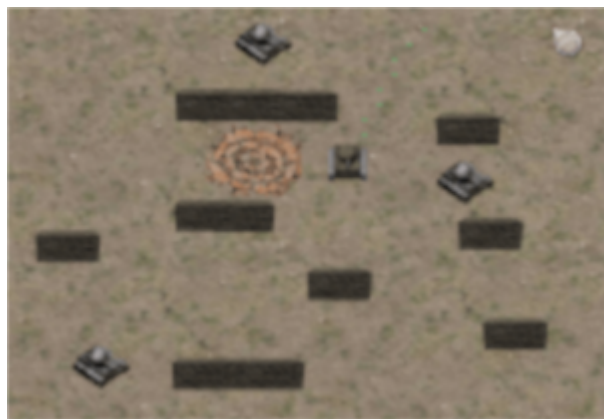
#

Examples

> **See it in action!** 🎮
> Open these examples online.

- [Asteriods Example](#)

- Pathfinding Example