

## ***Assets Commands***

Some commands to simplify the loading of different file formats.

### **Load Asset FILENAME\$, NUMBER**

Load an external file for Image, Audio or video. If the file is an image, it can be used with the "Bob" command.

*Parameters:*

FILENAME\$: Name of the file to load.

NUMBER: Index associated at

### **Del Asset TYPE\$, NUMBER**

Delete an asset from the memory.

*Parameters:*

TYPE\$: Type of asset to delete. Must be "image", "audio" or "video".

NUMBER: Index of asset to delete