

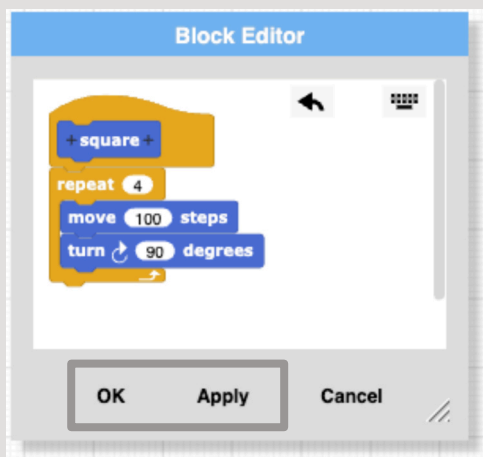
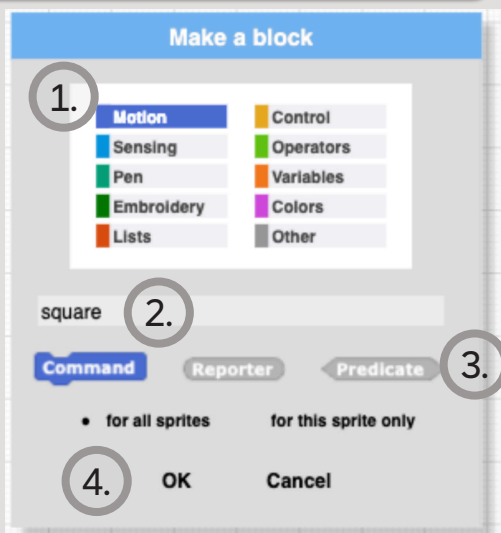
Building Your Own Blocks



Press the **+** at the top of each palette to open the Make a Block dialog.



1. Select a **category** for the new block
2. Give the new block a **name**
3. Choose the **block type**
4. Click **OK** to open the block editor



The Block Editor can be programmed like the scripting area.

Attach what will happen when the block is executed **to the yellow block header**.

Click **Apply**, if you want to save the block and **OK** if you want to save and close the editor.

New blocks appear at the **end of their category**.

Building Your Own Blocks



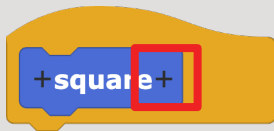
move 20 steps



move 100 steps

Some blocks have **parameters (inputs)** and behave differently based on their input.

You can add a parameter e.g. for the size to a custom block, too.



Click on the **+** next to **any word** in the block header.

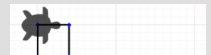
Select a **name** and press **OK**.



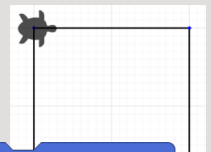
The value in the input is stored in the **orange oval**.

Drag the oval from the block header **to** the **desired position** in the script.

Press **OK/Apply**.



square 20



square 100