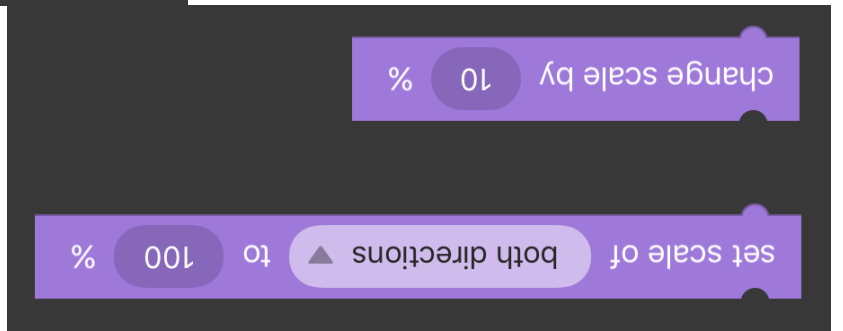


Treat scale as a variable

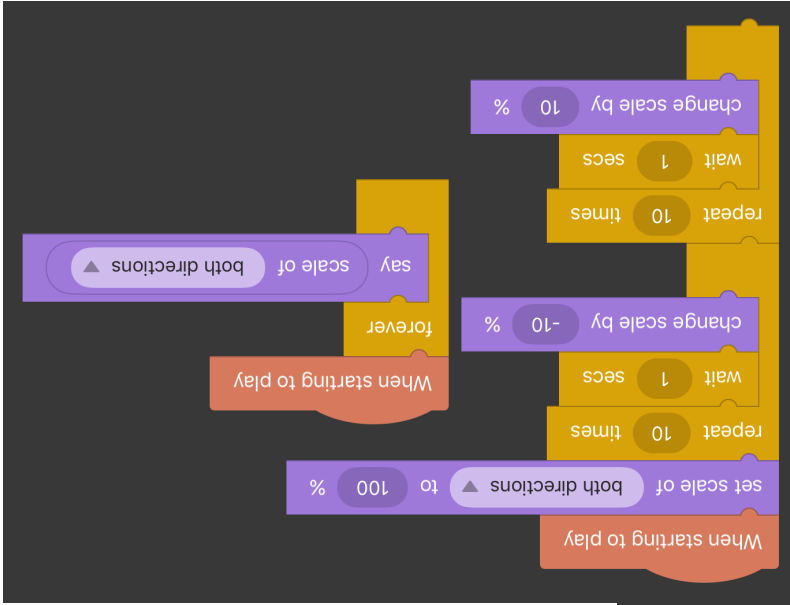
Setting the scale always removes all other scale effects and sets the size to a percentage of its original 100% size.

Change scale adapts scale from wherever you had set it. If scale was on 50% changing the scale by 10% would make scale 60%. Changing scale by -10% would make it 40%.

Useful Scale Blocks



You might want to try this code in an empty sprite to see the effects of setting and changing scale



Change Size of Sprites

Tickle Hint Card



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