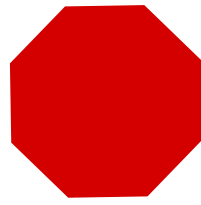
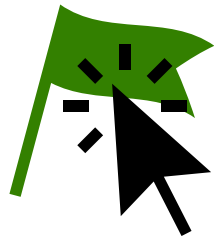


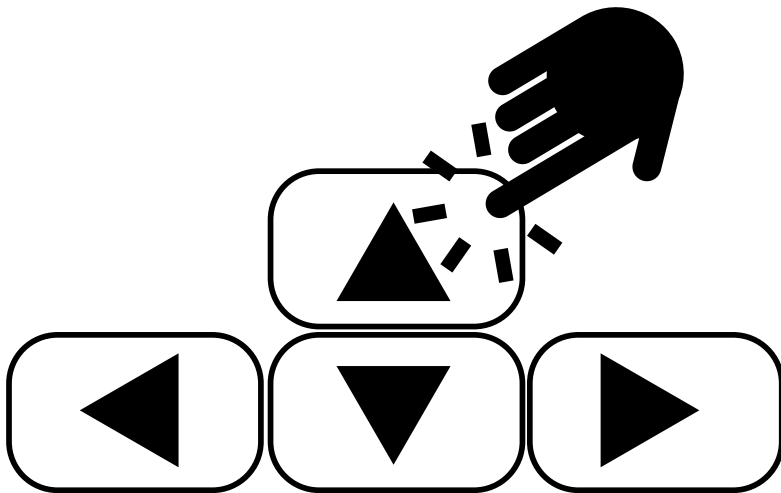
# Évènements

quand  est cliqué



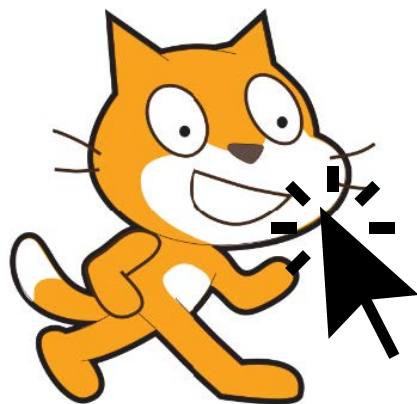
**Action!**

quand  flèche du haut est pressé



**Action!**

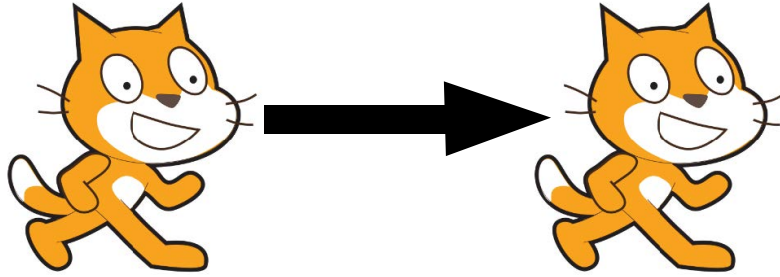
quand ce lutin est cliqué



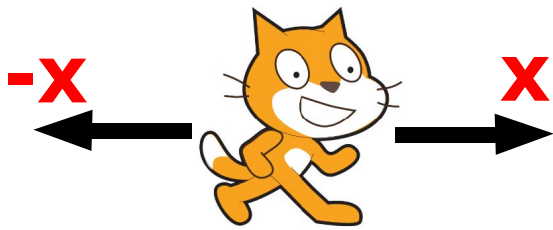
**Action!**

# Mouvement

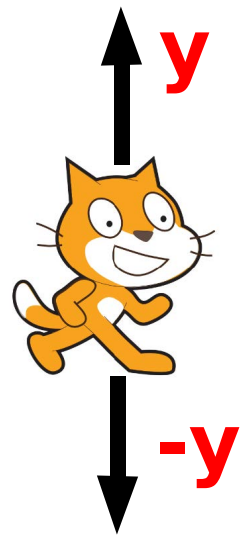
avancer de



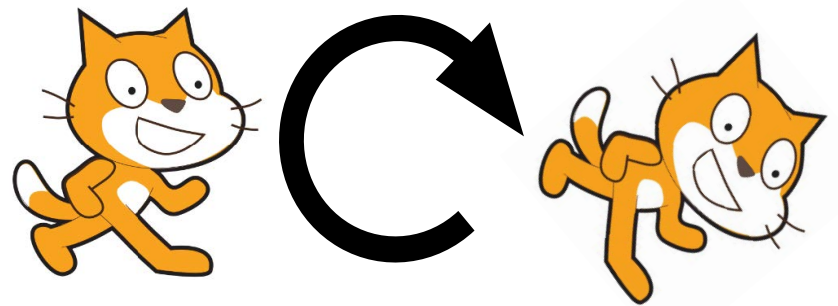
ajouter  à x



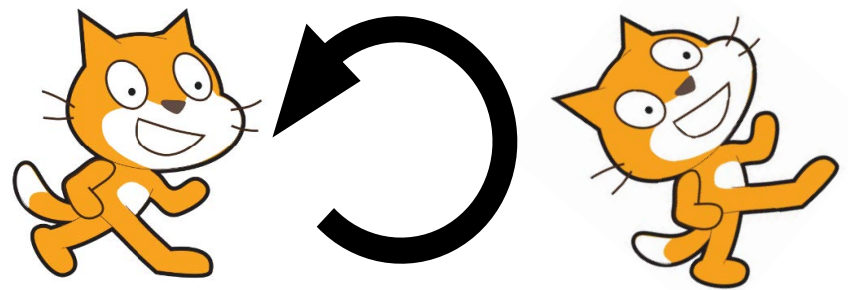
ajouter  à y



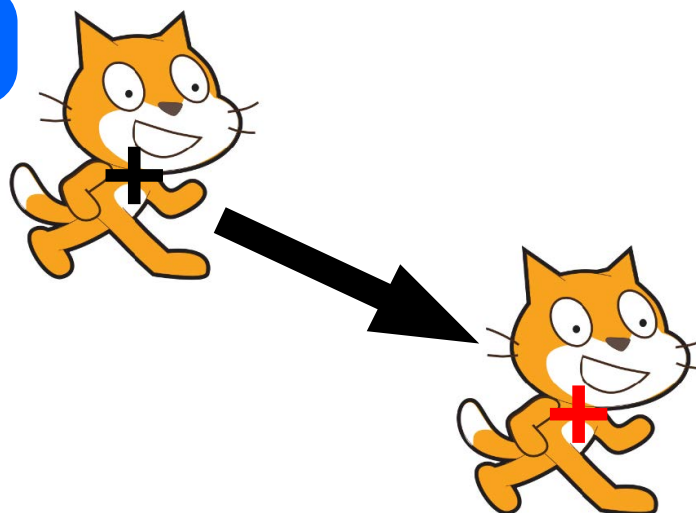
tourner  de  degrés



tourner  de  degrés



aller à x:  y:



coordonnées  
de la nouvelle  
position:

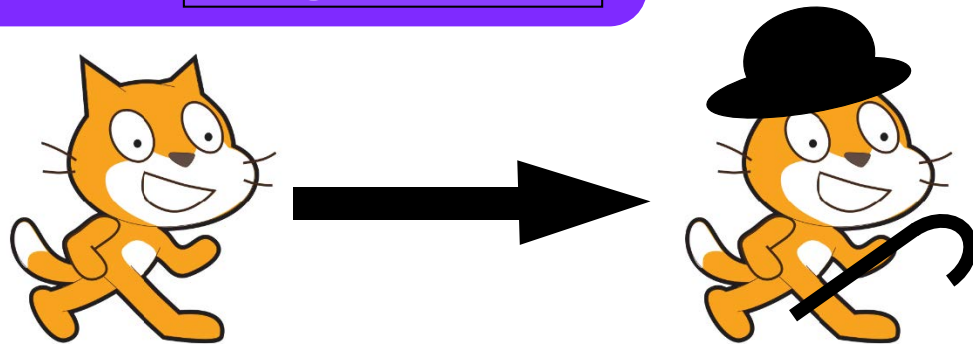
x: 102 y: -58

# Apparence

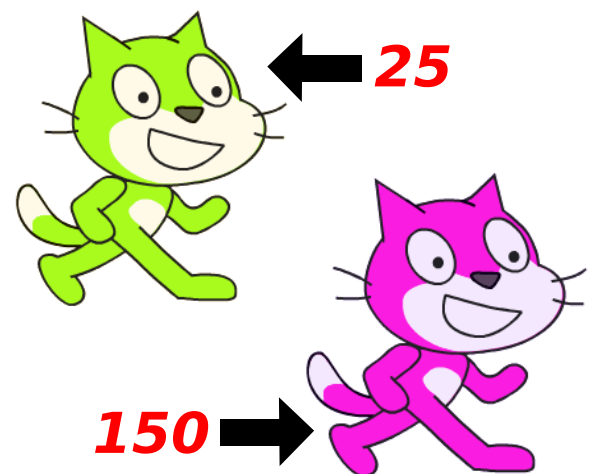
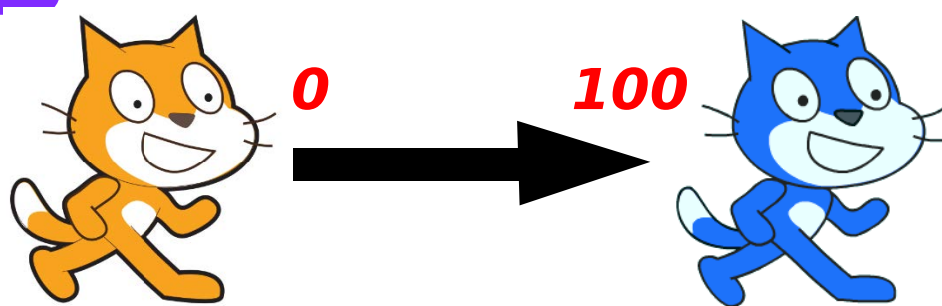
dire **Hello!** pendant **2** secondes



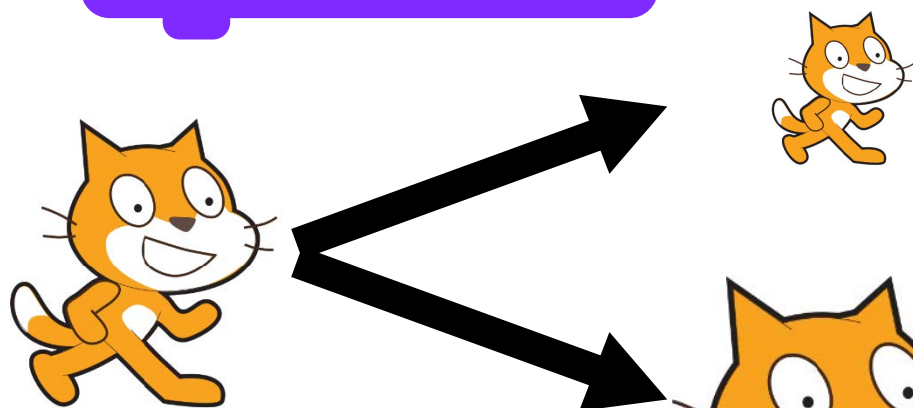
basculer sur le costume **élégant 1**



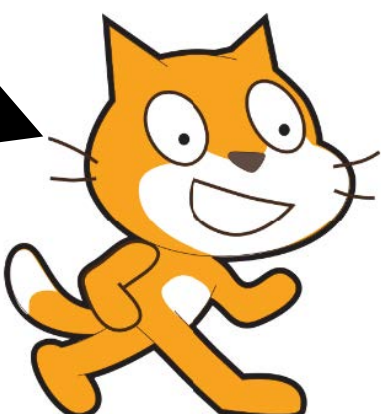
mettre l'effet **couleur** à **100**



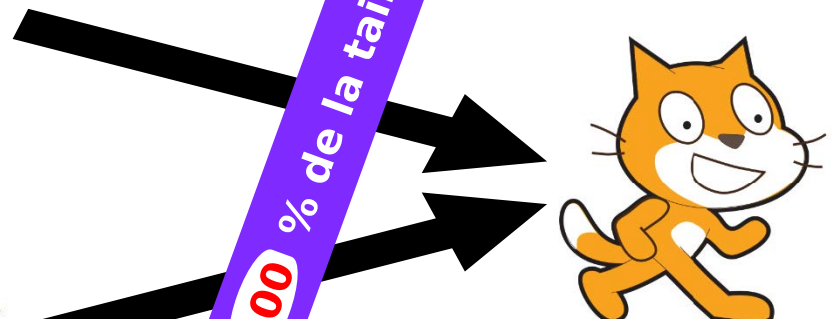
ajouter **-50** à la taille



ajouter **50** à la taille



mettre à **100** % de la taille initiale

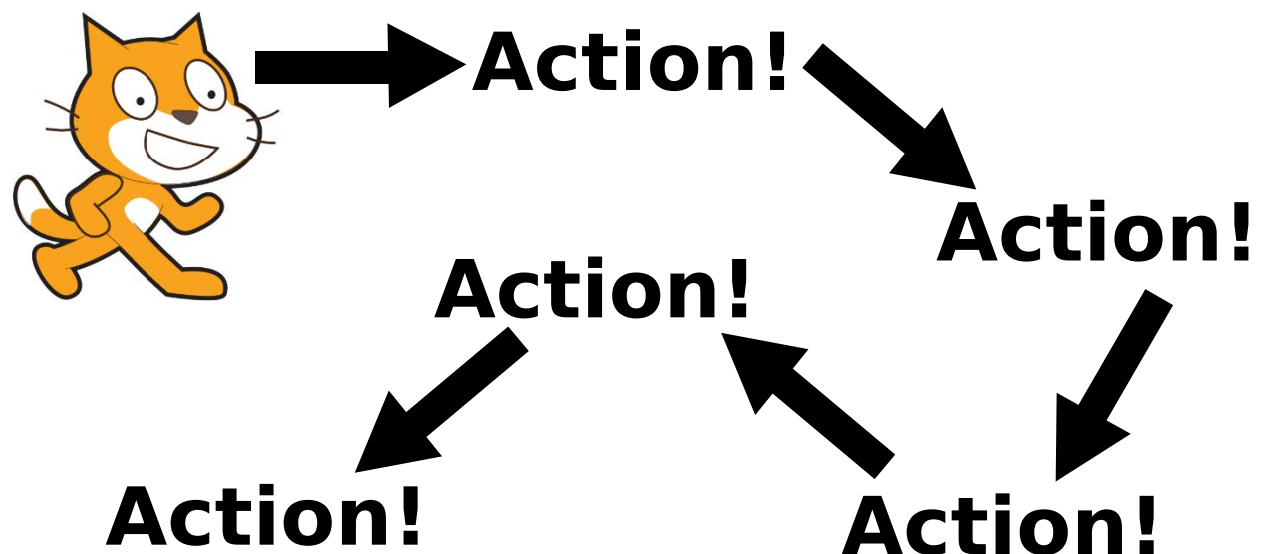


# Contrôle

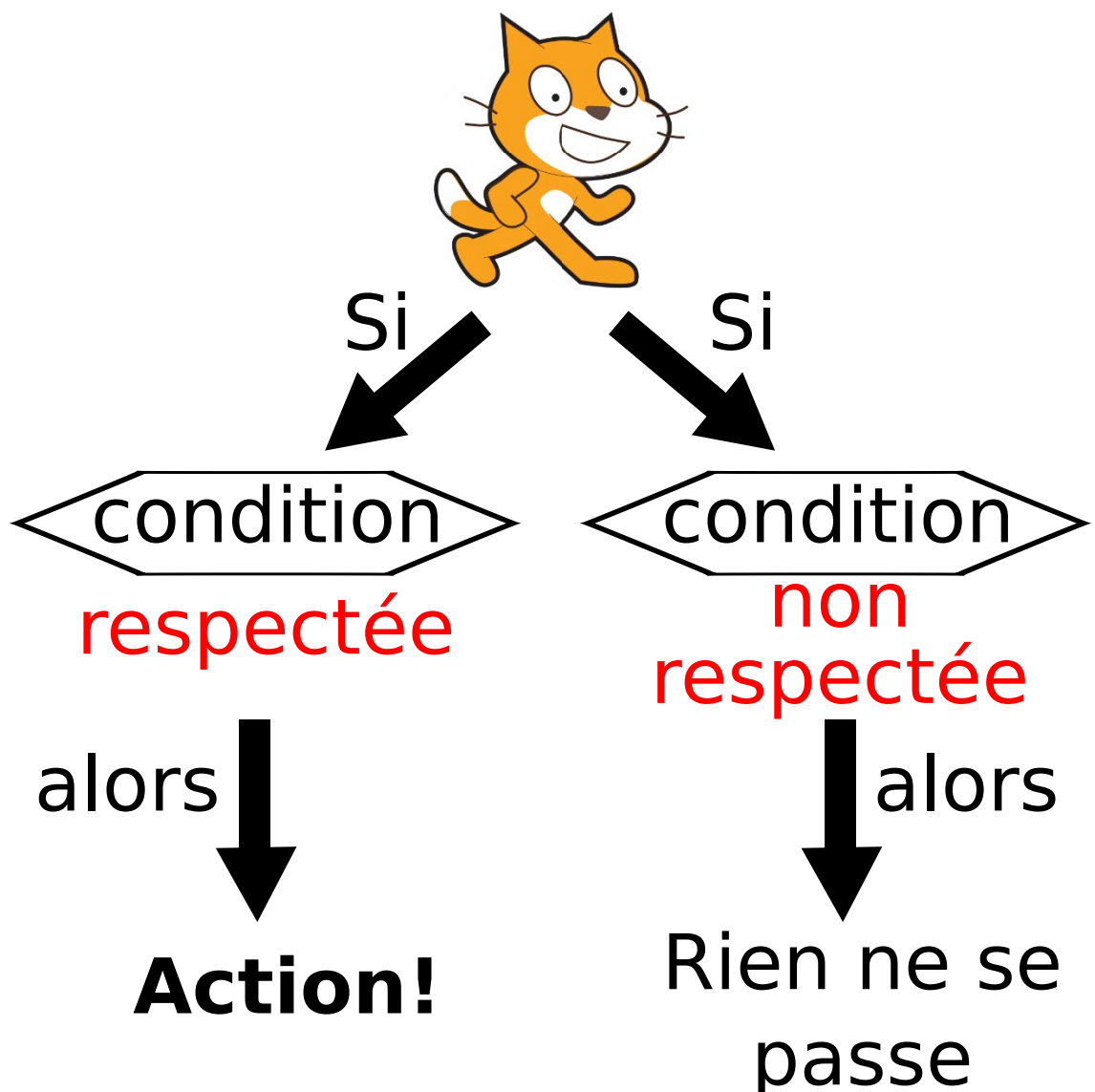
attendre **1** secondes




répéter **5** fois



si  alors



les  peuvent être trouvées dans les onglets

Capteurs

ou

Opérateurs