

Ereignisse

Events

sende an alle

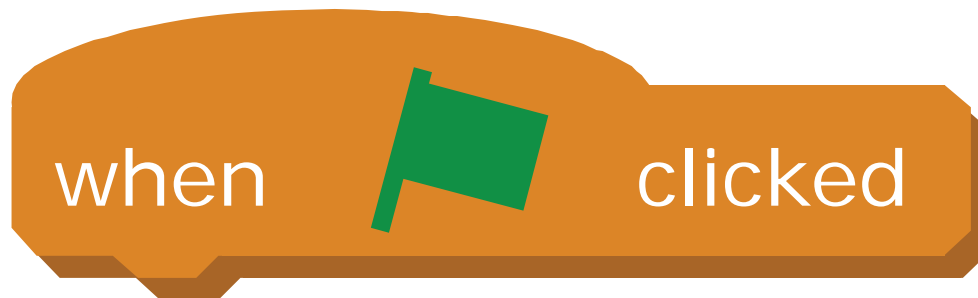
broadcast

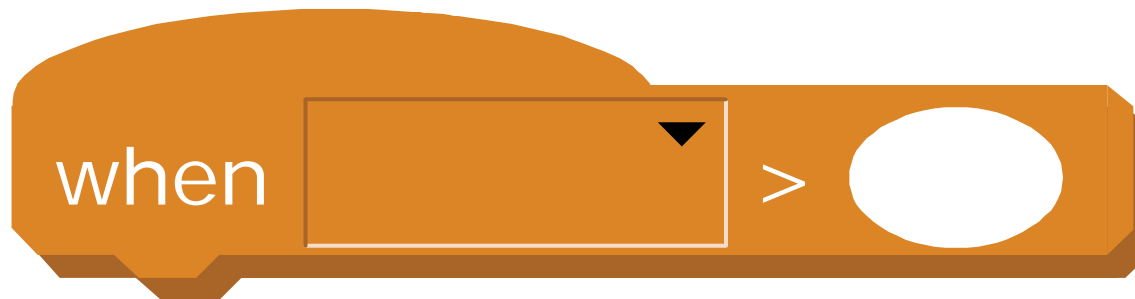
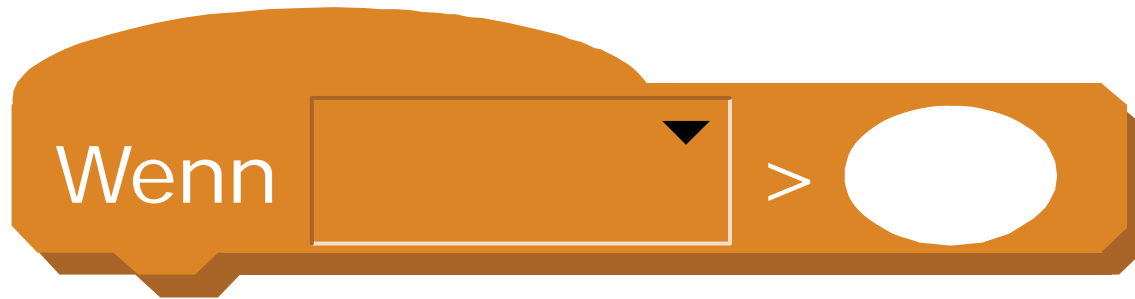
sende an alle und warte

broadcast and wait

Wenn das Bühnenbild zu wechselt

when backdrop switches to





Wenn ich angeklickt werde

when this sprite clicked

