
A- Documentation

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The easiest programming language in Scratch

CHAPTER 1

Variable meanings

- 1 is True
- 0 is False

CHAPTER 2

Commands

- `say.for` Say something for x seconds
- `say.forever` Say something forever
- `change.backdrop` Change the backdrop
- `if.agv` (AGV: answer greater than value) If first value is greater than the second, the user will be notified
- `if.alv` (ALV: answer less than value) If first value is greater/less than the second, the user will be notified
- `process.end` Stops the Scratch project

For feature requests, please contact me at zusk@rigidnetwork.com