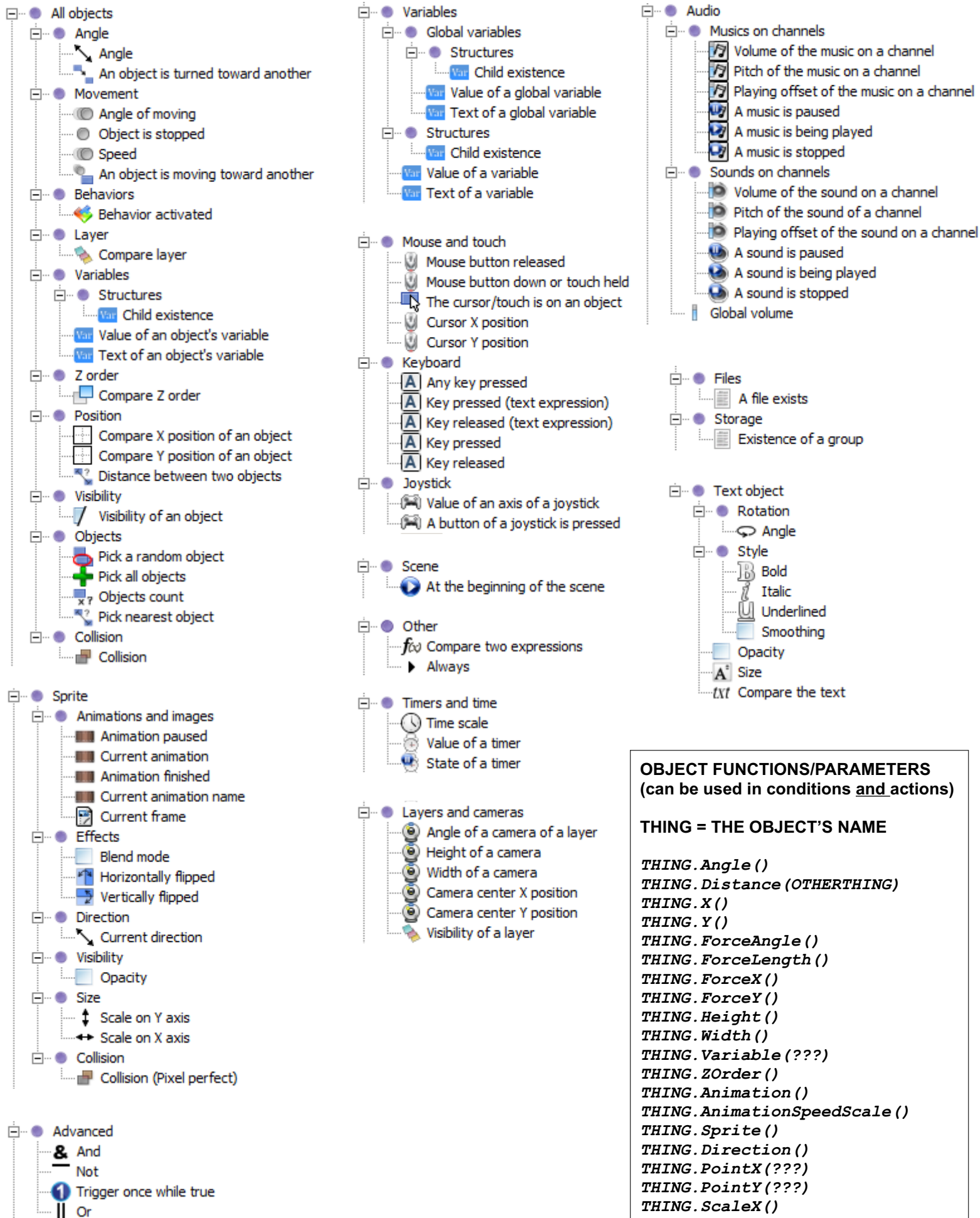


# GDevelop - Summary of *conditions*



## OBJECT FUNCTIONS/PARAMETERS (can be used in conditions and actions)

**THING = THE OBJECT'S NAME**

**THING.Angle()**  
**THING.Distance(OTHERTHING)**  
**THING.X()**  
**THING.Y()**  
**THING.ForceAngle()**  
**THING.ForceLength()**  
**THING.ForceX()**  
**THING.ForceY()**  
**THING.Height()**  
**THING.Width()**  
**THING.Variable(???)**  
**THING.Zorder()**  
**THING.Animation()**  
**THING.AnimationSpeedScale()**  
**THING.Sprite()**  
**THING.Direction()**  
**THING.PointX(???)**  
**THING.PointY(???)**  
**THING.ScaleX()**  
**THING.ScaleY()**

**Text objects only:**  
**TEXTTHING.Angle()**  
**TEXTTHING.Opacity()**

# GDevelop - Summary of *actions*

