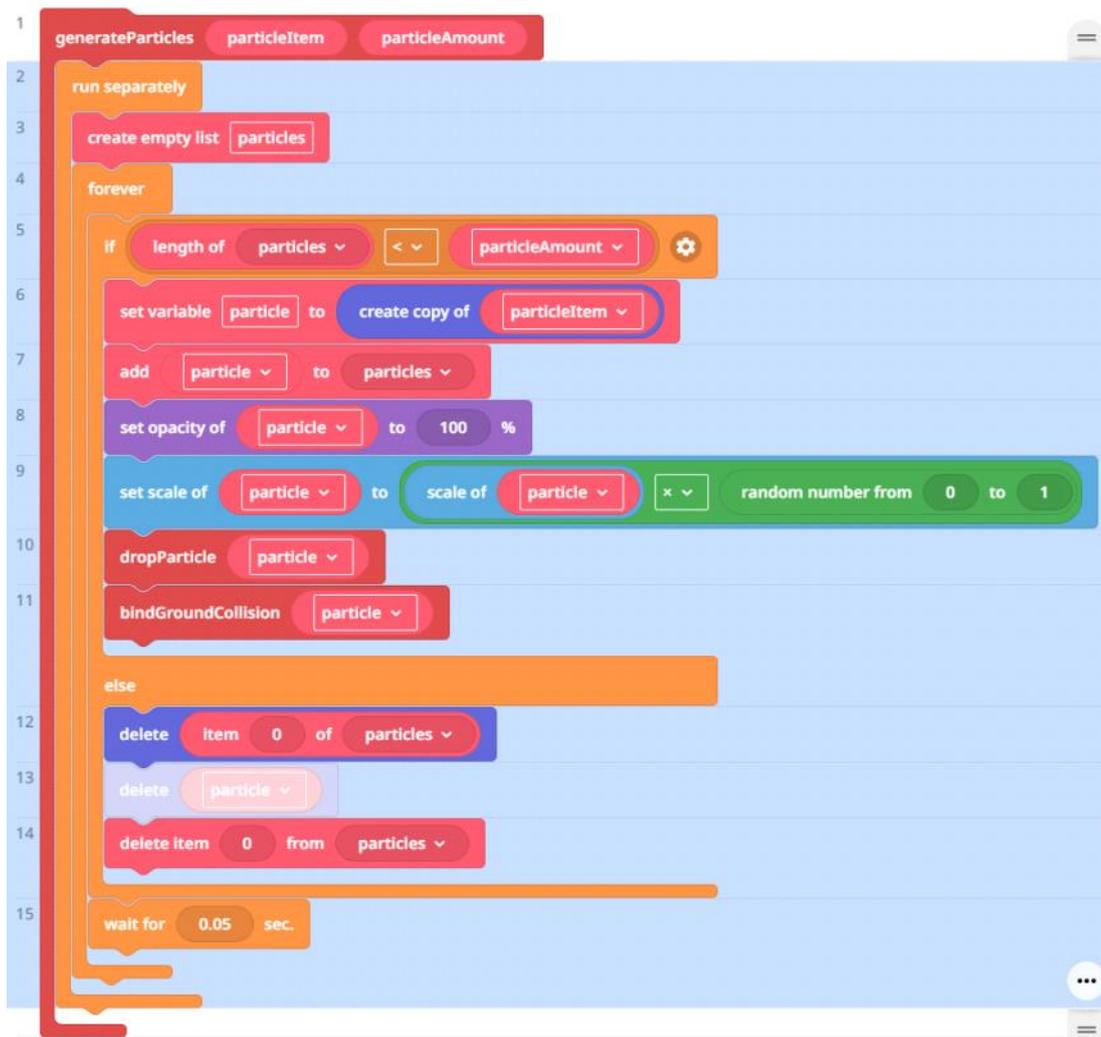
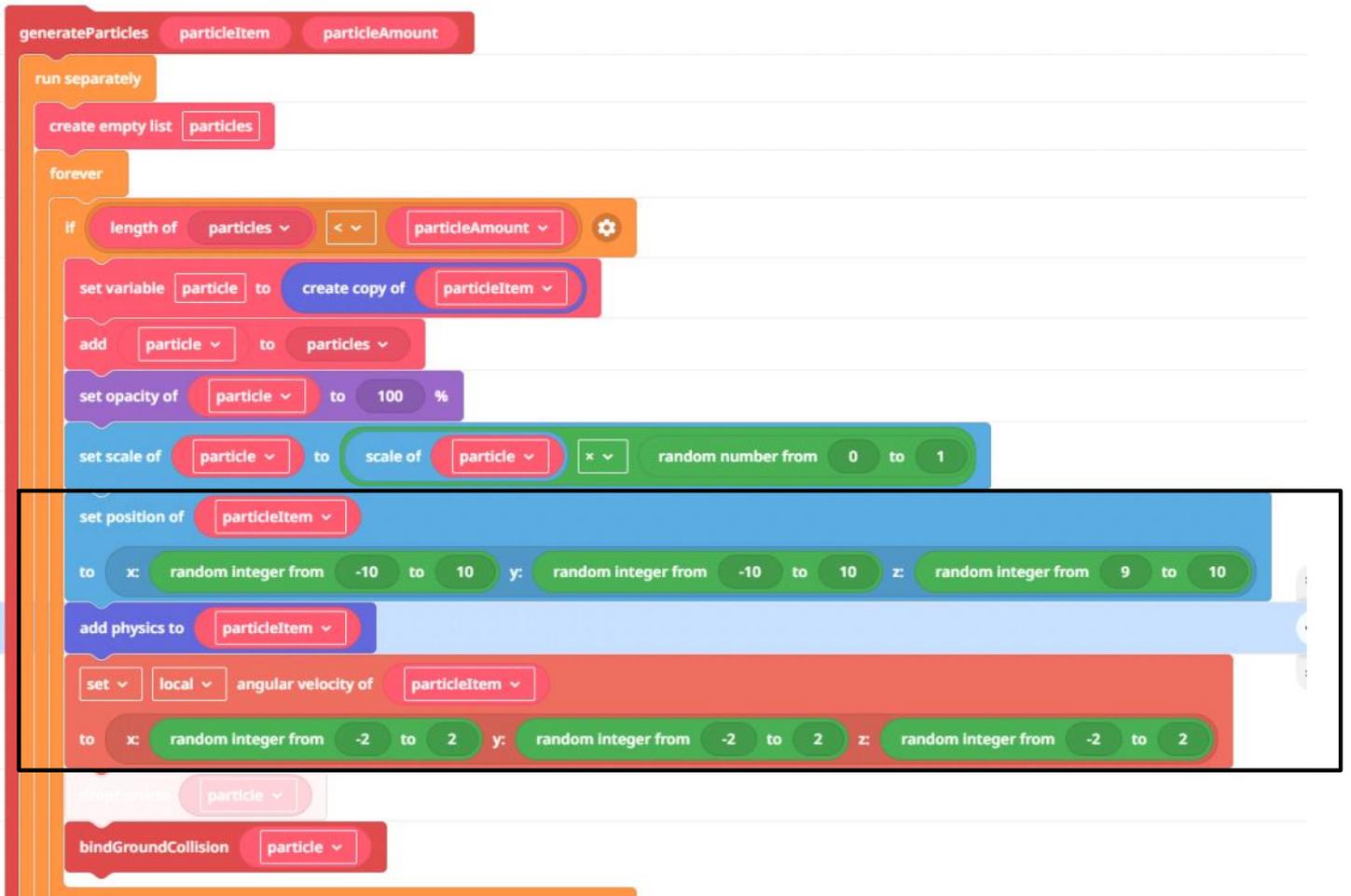


snow flakes

2020년 7월 10일 금요일 오후 2:01



: What is the purpose of [run separately] block? I think there will be no difference even though [run separately] block is not used because the function_[generateParticles] is called just once.



- : Instead of using function_ [dropParticle], how the performance is changed if we insert the relevant CoBlocks directly in the if_statement?
- When the CoBlocks relevant to function_dropParticle used directly, I find that snow flakes comes down faster and the number of flakes are getting smaller.
 - I am confused the difference between using the function and not using it in this case.

```

1 generateParticles particleItem particleAmount
2 run separately
3 create empty list particles
4 forever
5 if length of particles < particleAmount
6 set variable particle to create copy of particleItem
7 add particle to particles
8 set opacity of particle to 100 %
9 set scale of particle to scale of particle * random number from 0 to 1
10 dropParticle particle
11 when particleItem collides with GroundPlane
12 enter:
13 delete item index of particleItem in particles from particles
14 wait for 0.2 sec.
15 delete particleItem
16 exit:
17
18

```

: This time, when the function_[bindGroundCollision] is not used and the relevant CoBlocks are inserted to the position of that function, what kind of difference is supposed to come out based on the principal of CoBlocks program? I checked the difference but it is very hard to understand the reason causing this difference.