

The



Guide Book

An official book by Marcus and
Macrohard

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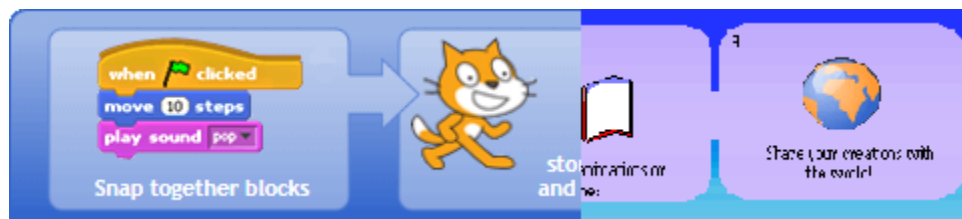
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1. What is Mark-S?

Mark-S is a modification (or “mod”) of Scratch 1.5. The version of the “Scratch” program this mod uses is very primitive, as “Events” and “Control” are both joined together, and the “Pen” category is not an extension.

Scratch 1.5 is mostly used in the “Blocks” type of coding in the website and program. Just without some blocks, and added categories. Even the website is supposed to replicate the website used in Scratch 1.4, as seen in this comparison.



By the image, you can see that they both have similar images, Scratch being on the left and Mark-S being on the right. A similarity they both have besides the placement is the globe image, since it's just cropped. Even I, Marcus, is similar to the Scratch Cat in many ways, with our shared orange fur and what not.

2. The Coding Book

This isn't really a chapter, but a programming language section. Use this to learn text based Mark-S.

MOTION

- `move (10)`
- `goto (object)`
- `XYto (x, y)`
- `glide (seconds) to (object)`
- `setDir (DIR)`
note: 90 is straight ahead!
- `pointTo (object)`
- `changeX ()`
- `setX ()`
- `changeY ()`

- `setY()`
- `rotstyle=`
MOTION VARIABLES
- X
- Y
- DIR

LOOKS

- `image=(costume)`
- `nextIMG`
- `BGimg=(background)`
- `show`
- `hide`
- `size=(percent)`
LOOKS VARIABLES

- `size`
- `img`

SOUNDS

- `playsound(sound)`

- `stopsound(sound)`

CONTROL (yep, no events.)

- `when(key)press`
- `whenClicked`
- `when(message)received`
- `broadcast(message)`
- `Forever (indent after this)`
- `if (indent after this) then (indent after this)`
- `if (indent after this) then (indent after this) else (indent after this)`
- `stop[]`

NOTE: when you see "(indent after this)", enter, and then press tab.

SENSING

- `key[key]pressed`
- `mousedown=true`
- `current"time measure"`

SENSING VARIABLES

- `answer`
- `mouseX`
- `mouseY`
- `username`

OPERATIONS

- `[number] + [number]`
- `[number] - [number]`
- `[number] * [number]`
- `[number] / [number]`
- `RNG [number] to [number]`
- `[number] > [number]`
- `[number] < [number]`
- `[number] = [number]`

- `<code>and<code>`
- `<code>or<code>`
- `not<code>`
- `round[number]`

VARIABLES

- `set [] to []`
- `change [] by []`

CUSTOM TEXT

- `def "text"`
- `text`

3. My autobiography

Hey everyone! I'm Marcus! The pure orange cat with the green pants and shoes from Mark-S! I may have sort of an ego, but at least it's small. I have many friends, including you! Since I basically am the mascot of Mark-S, I watch other the others and make sure they don't get into my tomfoolery. And I believe that since this book shown how to code, I'll just end it off here. Thank you all and goodbye.

-MACROHARD INC.