

FILE | HOME | MODEL | TEST | VIEW | PLUGINS | SCRIPT MENU | blockbuilderc

Paste | Cut | Copy | Back | Fwd | Find | Replace | Select | Play | Current: Client | Pause | Stop | Step Into | Step Over | Step Out | Add Watch | Never | On All Exceptions | On Unhandled Exceptions | Go to Script Error | Reload Script | Comment Selection | Uncomment Selection | Toggle Comment Selection | Expand All Folds | Collapse All Folds

Clipboard | Navigate | Edit | Test | Debugger | Debug Errors | Script Actions

Baseplate x | Script x

```
1  -- This is an example of Roblox variables and how to use them.
2
3
4  -- create a varia
5  local myvariable = 'test variable'
6
7  -- now print the variable and see it show in the console.
8  print(myvariable)
9
10 -- now change the variable
11 myvariable = 900
12
13 -- print it again
14 print(myvariable)
15
16 --[[
17
18 This is a very basic example of using variables and comments.
19
20
21 ]]--
22
```

Explorer

Filter workspace (Ctrl+Shift+X)

- Workspace
  - Camera
  - Terrain
  - Script
  - blockbuilderc
    - Baseplate
  - Players
  - Lighting
  - NetworkClient
  - ReplicatedFirst
  - ReplicatedStorage
  - ServerScriptService
  - ServerStorage
  - StarterGui
  - StarterPack
  - StarterPlayer
  - Teams

Output

13:27:00.850 - Baseplate was auto-saved

test variable

900