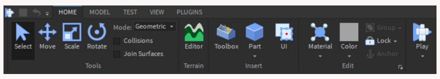
Roblox Cheat Sheet Cheat Sheet

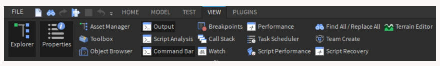
by immortaltfmous via cheatography.com/148206/cs/32309/

Home Tab



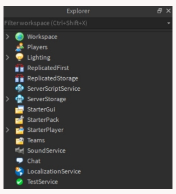
The Home tab is where we make and edit Parts.
Expanding the **Part button** shows other Part types.
To edit the Part, use these buttons: **Select**, **Move**, **Scale** and **Rotate**.
The **Play** button can be used to run the game.

View Tab



The View tab contains all the windows in Roblox Studio. We will mostly be using **Explorer**, **Properties**, **Output** and **Toolbox**.

Explorer Window



The Explorer Window shows the location of your objects in the game. Each Service has its own use. For example, objects located in **Workspace** will be rendered in the 3D space and **Players** contains all the player clients that join the game.

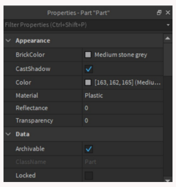
Explorer

game	Parent of everything in Explorer
Workspace	Used to hold objects that will be rendered in the 3D space
Players	List of all Player Clients that join the game

Explorer (cont)

Replicate-dFirst	Replicates all objects under this tab to all the Clients (and not the server)
Replicate-dStorage	Storage available to Clients and Server
ServerScr-iptService	Storage for ModuleScripts and ServerScripts
Server-Storage	Storage available only to the Server
StarterGUI	Used to hold GUI objects that will be copied to all clients
Starte-rPack	Used to hold items that are then copied into the Player's backpack
StarterPl-ayerSc-ripts	Used to store LocalScripts for the Player
StarterCh-aracterSc-ripts	Used to store LocalScripts for the Player's character

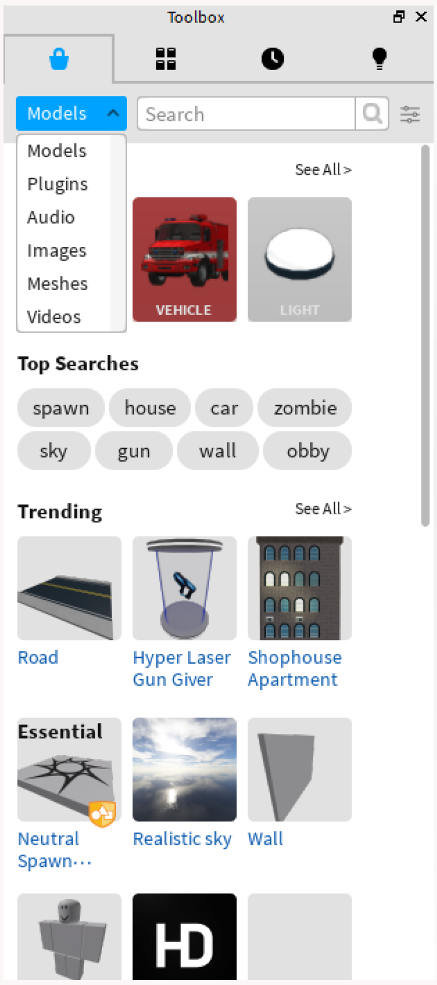
Properties Window



BrickColor: Medium stone grey
Color: [163, 162, 165] (Mediu…
Material: Plastic
Reflectance: 0
Transparency: 0
ClassName: Part

The Properties Window shows the properties/attributes available to the object. Select an object to show its properties.

Toolbox



There are a lot of resources available in the Toolbox like Models, Images, Audio, etc.

Objects

Part	A physical brick in the world
Model	A container for Parts
Script	A container for *Lua* source code that is run on the Server
LocalS cript	A container for *Lua* source code that is run on a Client

Variables

```
myNumber = 17
myName = " Cat hy"
print( "My name is ", myName,
"and I'm ", myNumber)
```

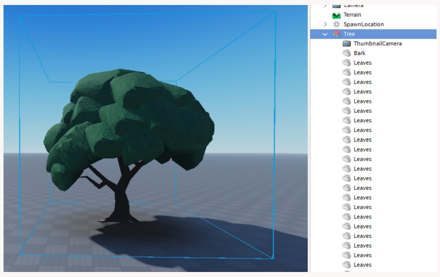
Variables can be used to store anything from numbers, strings and other objects. You do not need to specify the type of variable (i.e. int, String, bool).

Referencing Objects

```
-- create a variable for a  Part
located in the Workspace
part = game.W ork spa ce.Part
*--[[
create a variable for a  Script
in Starte rPl aye rSc ripts
                    (Which is
located in Starte rPl ayer)*
]]*
script = game.S tar ter Pla -
yer.St art erP lay erS cripts
```

To reference an object, use a period to go through the hierarchy (Parent to Child). Referencing is similar to finding a pathway to the object.

Models



Models are Parts that are grouped together. It makes it easier to move objects that consists of a lot of objects like a Tree (which can have Trunk Parts, Leaf Parts, etc).

Part Properties

```
-- declare a variable for the
Part
part = game.W ork spa ce.Part
-- changes the Part's name (Name
shown in Workspace)
part.Name = "New Part Name"
-- changes the Part's BrickColor
to Colour Name
part.B ric kColor = BrickC olo -
r.n ew( "Colour Name")
-- change the position using the
x, y, and z coordi nates
part.P osition = Vector 3.n -
ew(x, y, z)
-- change the size using x, y,
and z coordi nates
part.Size = Vector 3.n ew(x, y,
z)
-- anchors the Part so it cannot
be moved around
part.A nchored = true
```

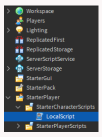
Here are some common properties used for Parts

Creating an Object

```
newObject = Instance.new("Part")
--create a new object, Part,
called newObject
newObj ect.Name = " myO bje ct"
--assigns a name to the new
object
newObj ect.Parent = game.W ork -
space
--assigns a Parent to the object
second Object = newObj ect :Cl -
one()
--clones the original object
newObj ect :De stroy()
--destroys the object
```

Here's some general code on how to create a new object.

Parent vs Child



A child is an object that is under a Parent (another object). In this image, the LocalScript is a Child of StarterCharacterScripts. Easiest way to tell if something has a child is to see if you can expand it (arrow to the left side). Anything that comes up after you expand something is the child of that object.

Operators

==	Equals to
~=	Not Equal
>	Greater than
<	Less than
>=	Greater than or equal to
<=	Less than or equal to
+	Add
-	Subtract
*	Multiplication
/	Division
^	Exponentiation
%	Modulus

Function

`wait(10)`	Waits for 10 seconds
`print( " Hello World! ")`	Prints the message in the Output window

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Custom Functions

```
-- this function adds 2 numbers
function sum(num1, num2)
          pri nt(num1 + num2)
end
sum(1, 2)
-- assigns a variable to the
result of the function
function calcul ate Squ are(n)
          return n * n
end
result = calcul ate Squ are(3)
```

Conditional Statements

```
if
workspace:FindFirstChild("Tree")
then
          pri nt( " There is a
tree here.")
end
if coins < 5 then
          pri nt( "You need more
money." )
else
          pri nt( "You have
enough money! ")
end
if player.Name == " Jak e" then
          pri nt( "You are an
awesome guy, Jake")
elseif player.Name == " Sal ly"
then
          pri nt( "You are a
sweeth eart, Sally")
else
          pri nt( "You are a
pretty cool person ")
end
```

If statements will run their code if the value between **if/then** is true (or not **nil**). They can one an **else** block, or any number of **elseif** blocks.

Loops

```
i = 0
while i < 10 do
          i += 1
end
--while loop, adds 1 to i until
i is greater than 10
while true do
          pri nt( " while loop")
          wait(1)
end
--while loop, infinite loop
since it is always true
for i = 1, 10 do
          pri nt(i)
end
--for loop, prints i until i
reaches 10
for i = 0, 10, 2 do
          pri nt(i)
end
--for loop, prints i until i
reaches 10 (i adds 2 each time)
```

Player vs Character vs Humanoid

Player	The Player's Client, stores information relating to the player's account (UserID, SpawnLocation, etc)
Character	The Player's physical character in the 3D world. It is a model and contains all the Player's body parts (HumanoidRootPart, Head, etc))

Player vs Character vs Humanoid (cont)

Humanoid	A child of the Player's character. Includes properties such as Health, JumpHeight, WalkSpeed, etc.