

// On startup, make the 'Press to begin' text flash continuously. Also play a sound effect and start some title music.

System | On start of layout

Flash: Flash 0.7 on 0.3 off for ∞ seconds

Play **SquareMotif1** not looping at volume 0 dB (tag "")

Wait **1.0** seconds

Play **EpicArpg** looping at volume 0 dB (tag "music")

+ Add action

+ Add...

// Go to the game layout when pressing spacebar or when touching the screen.

Keybo... | On **Space** pressed

Touch | **OR** On any touch start

Go to **Game**

Stop "music"

+ Add action

+ Add...

// Keep the viewport centered on the menu even if the window is resized.

System | Every tick

Scroll to **Background3**

+ Add action

+ Add...

Add event

+ Add...