

**Magnetic Drop**

- Sprite\_Log... | On DragDrop drop
- + Add action
- Mouse | Cursor is over Blank\_Space
- Sprite\_Logical | Set position to (Blank\_Space.X, Blank\_Space.Y)
- Sprite\_Logical | Set DragDrop Disabled
- + Add action
- Sprite\_Vari... | On DragDrop drop
- + Add action
- Mouse | Cursor is over Blank\_Space
- Sprite\_Variable | Set position to (Blank\_Space.X, Blank\_Space.Y)
- Sprite\_Variable | Set DragDrop Disabled
- + Add action
- Sprite\_Info... | On DragDrop drop
- + Add action
- Mouse | Cursor is over Blank\_Space
- Sprite\_Information | Set position to (Blank\_Space.X, Blank\_Space.Y)
- Sprite\_Information | Set DragDrop Disabled
- + Add action

Add event to 'Magnetic Drop' + Add to 'Magnetic Drop'...

**Buttons**

- ButtonChe... | On clicked
- + Add action
- Sprite\_Vari... | X = 236
- Sprite\_Vari... | Y = 112
- Sprite\_Variable | Set animation frame to 1
- + Add action
- Sprite\_Log... | X = 271.5
- Sprite\_Log... | Y = 370
- Sprite\_Logical | Set animation frame to 1
- + Add action
- Sprite\_Info... | X = 145
- Sprite\_Info... | Y = 196
- Sprite\_Information | Set animation frame to 1
- + Add action
- ButtonRest... | On clicked
- System | Restart layout
- + Add action

Add event to 'Buttons' + Add to 'Buttons'...

Add event

+ Add...

**You have 37 events remaining**  
 When logged in to the Free edition of Construct 3, you may use up to 50 events in a project. [Purchase a plan](#) to unlock the full features of Construct 3.