### # Comment

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Command group** | **Flag affected** | **Reversible** | **Execute on client** | **Platform(s)** |
| [Constructs](../constructs.html) | NO | NO | YES | All |

#### Syntax

**#***message*

#### Description

This command allows you to add comments to your code. You can either add a new comment, or you can “comment out” existing lines in your code.

To enter a new comment on an empty line, you can type # and then the comment text, with or without a space after the #. (You can also type ; to create a new comment, but the comment is marked with #, since semicolon was used for comments in previous versions).

To enter an inline comment, type “<space>##” at the end of a code line, and then enter the comment text. Inline comments are positioned over on the right of the code entry area: they are left-tab aligned according to a tab which is indicated by a small marker at the top of the code entry area: you can drag this marker to reset the tab position.

Note that the Sta:, Text: and JavaScript: commands do not allow inline comments.

To “comment out” lines of code, i.e. to stop the code executing, select the method line or multiple lines and press Ctrl+/. Use the same keypress to uncomment previously commented out lines of code (in this case, the comment text must be a valid command to be uncommented).

#### Example

###### # here are some comments # variable delay set by lDelay # adjust Until calculation to increase/decrease delay

###### Calculate lCount as 1 Repeat ## this is an in-line comment   Calculate lCount as lCount+1 Until lCount>=lDelay\*10