WML - COMMENTS

As with most programming languages, WML also provides a means of placing comment text within the code.

Comments are used by developers as a means of documenting programming decisions within the code to allow for easier code maintenance.

WML comments use the same format as HTML comments and use the following syntax:

```
<!-- This will be assumed as a comment -->
```

A multiline comment can be given as follows:

```
<!-- This is a multi-line
     comment -->
```

The WML author can use comments anywhere, and they are not displayed to the user by the user agent. Some emulators may complain if comments are placed before the XML prolog.

Note that comments are not compiled or sent to the user agent, and thus have no effect on the size of the compiled deck.