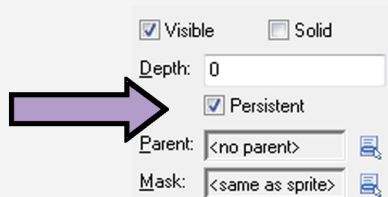


Persistence

Allow an object to appear in every room without placing it in every room

This is a good idea for objects that you want in every room like **Health Bar, Lives, and Score**. The location is locked by X & Y coordinates, so any persistent object will remain in the same place. This is not a good idea for walls, portals, or enemies unless you want them to be in the same place every level.



Check **Persistence** in the object properties. This will make it appear in every room in the same place. You now need to remove them from all other rooms except the 1st game room.

Maintain the health or lives from room to room

The settings in the **Health Bar** and **Lives** cards make the health or lives reset when you go to the next room. To maintain health or lives through the game (so that "1/2 of a health bar" or "1 life left" carries over to the next room), they have to be **Set** in a **Create** event that is *attached to a persistent object*.

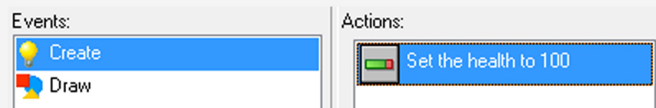
Open **object_player** and **delete** the **Set Health** or **Set Lives** in the **Create** event. Then open the **object_healthbar** or **object_lifebar** to put the action there instead.

Object_Healthbar

Check Persistent

Event: Create
Action: Set Health
Value: 100
Not Relative

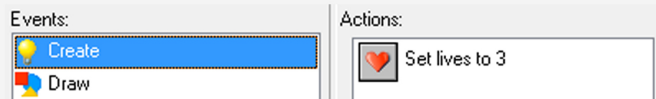
(or)



Object_Lifebar

Check Persistent

Event: Create
Action: Set Lives
New Lives: 3
Not Relative



NOTE: Be sure you only have the object in the first room. If you place a persistent object in another room, it will duplicate and reset the health or lives.