Move: Player (Free Form)

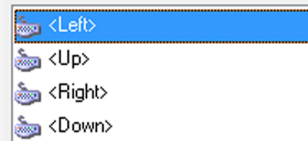**Make a player object move when arrow keys are pressed**

This card is best for *Free Form Movement* or *Flight* style games because it will allow the player to press two keys at once to move diagonally.
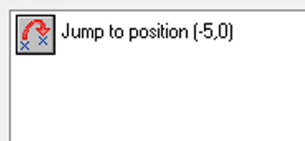
Object_Player

Event: Keyboard <Left>
Action: Jump to Position
  Applies to: Self
  x= -5
  y= 0
  Check Relative

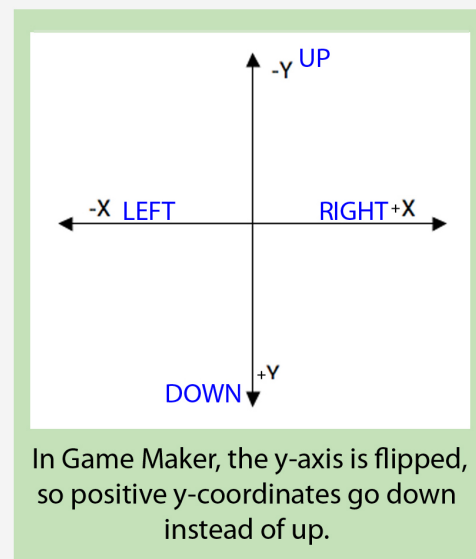**Event: Keyboard <Up>**
Action: Jump to Position
  Applies to: Self
  x= 0
  y= -5
  Check Relative

Event: Keyboard <Right>
Action: Jump to Position
  Applies to: Self
  x= 5
  y= 0
  Check Relative

In Game Maker, the y-axis is flipped, so positive y-coordinates go down instead of up.

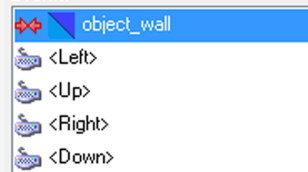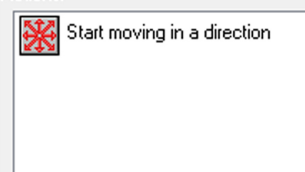**Event: Keyboard <Down>**
Action: Jump to Position
  Applies to: Self
  x= 0
  y= 5
  Check Relative

Event: Collision <Wall>
Action: Move Fixed
  Applies to: Self
  Select Center Square
  Speed: 0
  Not Relative

Object_player should only move when keys are pressed and should stop when it hits object_wall, unless 'Solid' is not checked in object_wall properties.