

Release in Direction of Movement

Create a projectile for the player to release in the direction of their movement

Object_Player

Event: Create

VAR Action: Set Variable
Applies to: Self
Variable: shoot_dir
Value: 0
Not Relative

Events:

Create

Actions:

VAR Set variable shoot_dir to 0

Event: Keyboard <Left>

VAR Action: Set Variable
Applies to: Self
Variable: shoot_dir
Value: 180
Not Relative

Events:

Create

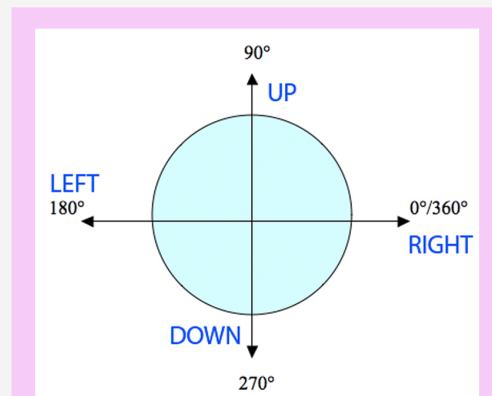
<Left>

Actions:

VAR Set variable shoot_dir to 180

Event: Keyboard <Right>

VAR Action: Set Variable
Applies to: Self
Variable: shoot_dir
Value: 0
Not Relative



In this use of the 'Set Variable,' we are setting a direction using degrees. Any degree value can be set to move up, down, left, right, or diagonals.

Event: Key Press <Space>

mp Action: Create Moving Instance
x: 0
y: 0
Speed: 30
Direction: shoot_dir
Check Relative

Events:

press <Space>

Actions:

Create moving instance of object

NOTE: If you previously made an object_release, you MUST delete the original **Create Instance**  in the **Key Press <Space> Event**. Then go back into the object_release properties and delete the **Create Event; Action: Moved Fixed** 

If you want your player_object to 'face' the direction it is releasing, see the **Change Sprite** card.