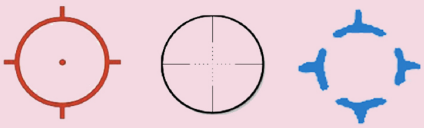
Release with Reticule

Create a reticule to use for targeted releases in any direction

NOTE: You will be typing in code throughout this programming card, so it is critical that your objects be labeled: **object_player**, **object_release**, and **object_reticule**

Object_Reticule

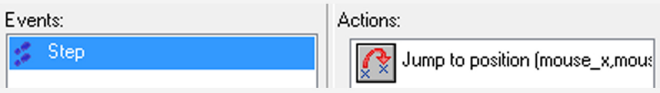


Reticule Sprite Examples

In Sprite Properties Menu
Create a new sprite_reticule [size 32x32]
Click **Center** under Origin to center the X & Y

Create object_reticule

Event: Step
Action: Jump to Position
Applies to: Self
x: mouse_y
y: mouse_x
Not Relative



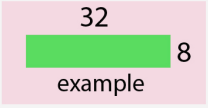
Object_Player

Event: Mouse <Global Mouse> <Global Left Pressed>
Action: Create Moving Instance
Applies to: Self
Object: object_release
x; 0
y: 0
Speed: 20
Direction: point_direction(x,y,mouse_x,mouse_y)
Check Relative

You must put an object_reticule in the game room to use it. If you previously made an object_release, be sure that the **Create Event;** *Action: Move Fixed* is deleted.

Create a "rotating arm" that releases the object_release

Object_Arm



Create a new sprite_arm [size 32x8] Fill it with any bright color not on object_player. Once your programming works you can make your sprite_arm anything you prefer

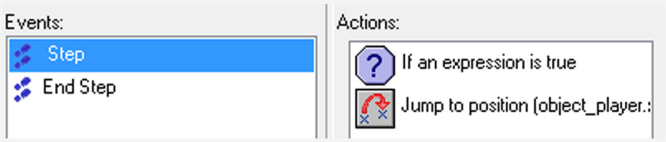
Continued on Part 2 of 2

Release with Reticule

Part 2 of 2

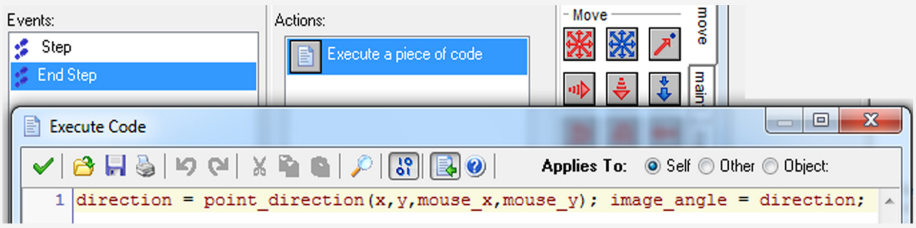
Object_Arm

Event: Step
Action: Test Expression
Applies to: Self
Expression: reticule.x>x
Not NOT



[same event]
Action: Jump to a Position
Applies to: Self
x: object_player.x+16
y: object_player.y+16
Not Relative

Event: Step <End Step>
Action: Execute a Piece of Code
Code: direction= point_direction(x,y,mouse_x,mouse_y): image_angle=direction;



You must place object_arm and object_reticule in the game room. The object_arm will "attach" itself to the player and the object_reticule will appear as soon as the mouse is moved at the beginning of the game.

NOTE: Do not use spaces when typing in X, Y, Variable, and Code and pay attention to symbols and punctuation marks.