

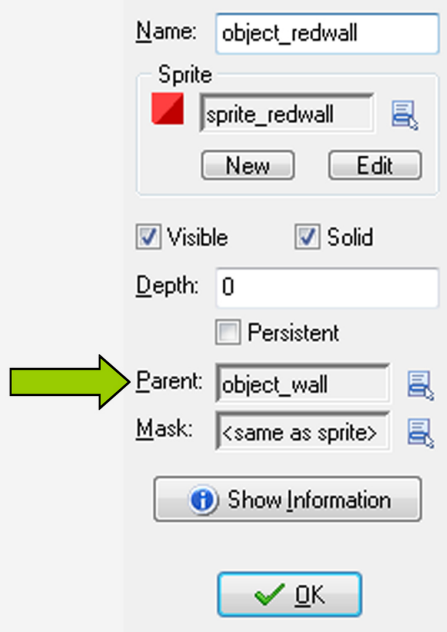
Parenting

Make objects behave exactly the same way without reprogramming

You have 2 options if you want to have multiple walls, enemies, or collectables that the player interacts with the same way.

Option #1: Create a new object and duplicate the object programming

Option #2: Create a new object and select a **Parent Object**



The screenshot shows the 'Properties' window for an object named 'object_redwall'. The 'Name' field contains 'object_redwall'. The 'Sprite' section shows a red square icon and the text 'sprite_redwall', with 'New' and 'Edit' buttons below it. The 'Visible' checkbox is checked, and the 'Solid' checkbox is also checked. The 'Depth' field is set to '0'. The 'Persistent' checkbox is unchecked. The 'Parent' field is set to 'object_wall', and a green arrow points to this field. The 'Mask' field is set to '<same as sprite>'. At the bottom, there is a 'Show Information' button and an 'OK' button with a green checkmark.

For example: I have a wall and I want to have a red wall in another level. I create the `sprite_redwall` and the `object_redwall`. *Instead of programming the player, release, avoid, enemy and boss to collide with `object_redwall` the same way as `object_wall`,* I open up `object_redwall` properties and select **Parent<object_wall>**

NOTE: Because it is a wall, the object needs to have to be **Solid**. Visible is optional.

NOTE: You cannot add programming to “child” objects. The parent’s programming dominates and voids any “child” programming except, visible, solid, depth, and persistence.