

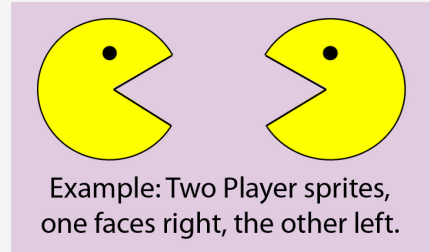
Changing Sprites

Change a sprite during game play


Changing sprites allows for an object to “face” the direction its moving or change in response to an event (for example, becoming a smaller sprite or a change in color). This is not animation or object change. The object will still behave the same but just appear different.

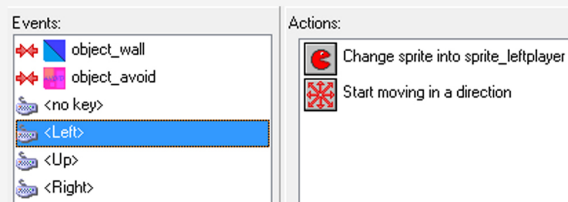
To face the direction of movement, **right-click** the sprite in the resource menu and select **Duplicate**. Open the copy and click **Edit Sprite**. In the **Transform** menu, **Flip the Image** and click **OK**.


Now open the object_player and add the **Change Sprite** actions to these Events.

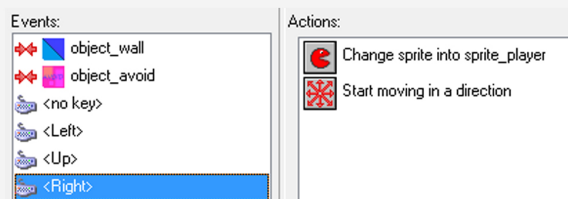


Object_Player

 **Event: Keyboard <Left>**
Action: Change Sprite
Applies to: Self
Sprite: *select the one facing left*
Subimage: 0
Speed: 1



 **Event: Keyboard <Right>**
Action: Change Sprite
Applies to: Self
Sprite: *select the one facing right*
Subimage: 0
Speed: 1



This means the sprite will now face the left and right when the keys are pressed. If you wanted to make the sprite change into a bigger sprite or a color, the process is very similar, except you would put the sprite changes in your choice of existing Events/Actions. Another idea is show “action” with changing sprites. For example, a snowman enemy changes into a puddle before disappearing.