



Move: Independent


Make a non-player object move up and down independently in a level

To bounce between walls in level, you need an object_wall and an object_boss


Object_Boss


Event: Create

 Action: Move Fixed
Applies to: Self
Select Up Arrow 
Speed: 8
Not Relative

Events:	Actions:
 Create	 Start moving in a direction
 object_wall	

Event: Collision <wall>

 Action: Reverse Vertical
Applies to: Self

Events:	Actions:
 Create	 Reverse vertical direction
 object_wall	



To bounce between invisible walls that can be placed anywhere in a level, you need an object_invisiblewall and an object_enemy

Object_Invisiblewall

1. Create sprite_invisiblewall, size 32x32; fill it with any bright color not in game
2. Create object_invisiblewall
3. Uncheck **Visible** and Check **Solid**


Object_Enemy

Event: Create

 Action: Move Fixed
Applies to: Self
Select Left Arrow 
Speed: 4
Not Relative

Events:	Actions:
 Create	 Start moving in a direction

Event: Collision <invisiblewall>

 Action: Reverse Horizontal
Applies to: Self

Events:	Actions:
 Create	 Reverse horizontal direction
 object_invisiblewall	

In the game room, place two object_invisiblewall with space and an object_enemy in between. You will not see the object_invisiblewall in game play and it will not interfere with other objects.