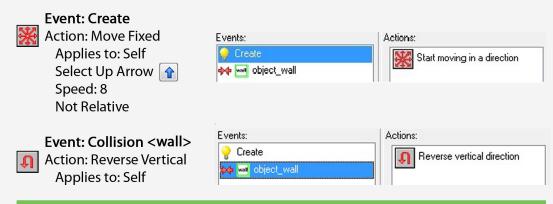
Move: Independent

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

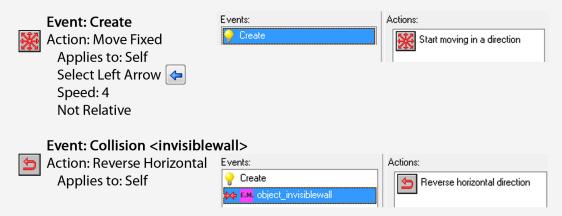


To bounce between invisible walls that can be placed anywhere in a level, you need an object_invisiblewall and an object_enemy

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



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.