

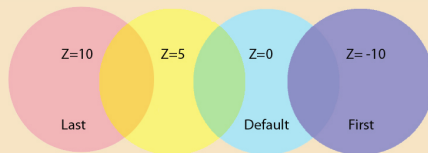
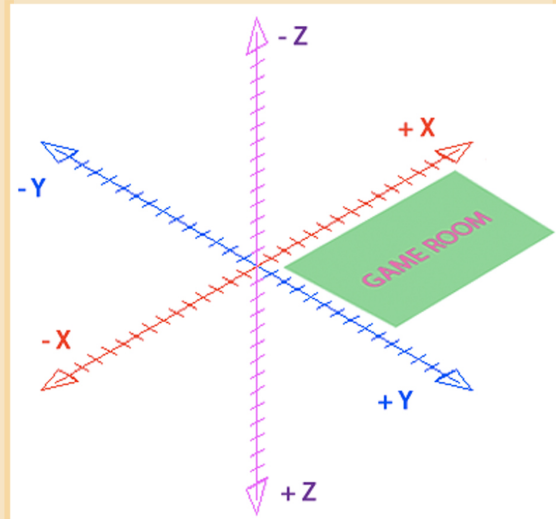
Depth

Control visual depth; whether some objects are visibly in front or behind others

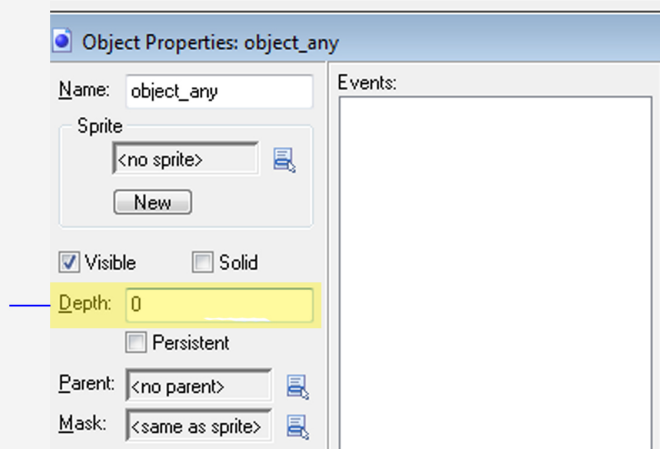
Depth is on the Z axis, the line that runs through the (0, 0) origin on the X & Y Axis. In Game Maker, the Y axis and Z axis are flipped. Negative Z coordinates appear on top of other objects. Positive Z coordinates appear behind other objects. Game Maker sets the default Depth at 0.

In the real world objects with different depths won't collide or interact (imagine a plane directly above you, same X & Y coordinates but you could never reach to touch it). In Game Maker, the depth is only a visual.

Objects will still interact or collide.



Another way to think about depth is **stacking** objects. Positive depth will be on the bottom of the stack. Negative depth will be on the top.



Adjusting the depth is simple. Open any object properties and in the Depth Box type a positive or negative number. If you have a lot of objects with depth, using increments of 10 is a way to keep them in order.

NOTE: When designing game rooms, the objects appear in placement order. For example, if you added clouds last just for decoration to move around the room and you gave them a +50 depth, but put them in the room last, it would appear in the room as if they were on top of your other objects, but would be behind when you play the game.