Move: Player (Free Form)

Make a player object move when arrow keys are pressed

This card is best for Free Form Movement or Flight style games because it will allow the player to press two keys at once to move diagonally.

Object_Player

**Event: Keyboard <Left>**
- Action: Jump to Position
  - Applies to: Self
  - x = -4
  - y = 0
  - Check Relative

**Event: Keyboard <Up>**
- Action: Jump to Position
  - Applies to: Self
  - x = 0
  - y = -4
  - Check Relative

**Event: Keyboard <Right>**
- Action: Jump to Position
  - Applies to: Self
  - x = 4
  - y = 0
  - Check Relative

**Event: Keyboard <Down>**
- Action: Jump to Position
  - Applies to: Self
  - x = 0
  - y = 4
  - Check Relative

**Event: Collision <Wall>**
- Action: Move Fixed
  - Applies to: Self
  - Select Center Square
  - Speed: 0
  - Not Relative

In Game Maker, the y-axis is flipped, so positive y-coordinates go down instead of up.

Object_player should only move when keys are pressed and should stop when it hits object_wall, unless 'Solid' is not checked in object_wall properties.