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

**Event: Collision <wall>**
- Action: Reverse Vertical
- Applies to: Self

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

**Event: Collision <invisiblewall>**
- Action: Reverse Horizontal
- Applies to: Self

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.