Press the **Create Path** button to create a path for the object to follow. We’ll name ours **path_flyer**.

Click in here to set the points for the path the object will follow.

Toggle these to change between a curved and angled path.

- **Closed**: A ‘closed’ path forms a loop, while an ‘open’ path has a beginning and end.
- **Open**:

**object_flyer**

- Solid: false
- Visible: true
- Depth: 0
- Persistent: false
- Parent: <no parent>
- Mask: <same as sprite>

**Event: Create**

**Set Path**

- path: path_flyer
- speed: 6
- at end: “stop” - object stops at end of path
  - “continue from start” - movement loops
  - “reverse” - object moves back and forth along path
- relative: absolute