
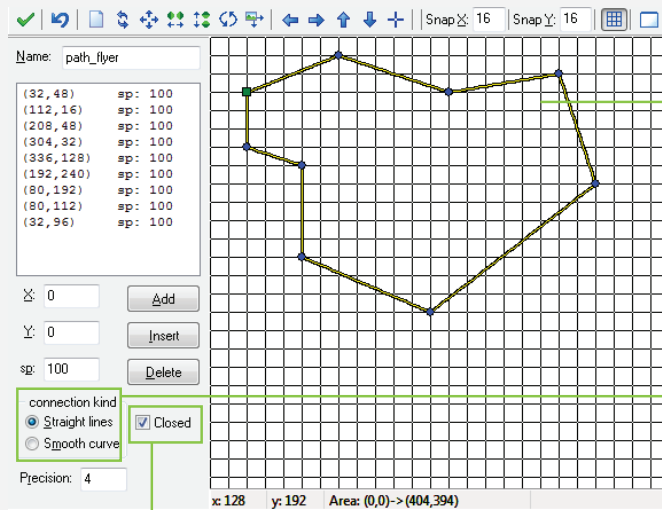


Path Movement

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



Name: path_flyer

(32, 48)	sp: 100
(112, 16)	sp: 100
(208, 48)	sp: 100
(304, 32)	sp: 100
(336, 128)	sp: 100
(192, 240)	sp: 100
(80, 192)	sp: 100
(80, 112)	sp: 100
(32, 96)	sp: 100

connection kind
 Straight lines
 Smooth curve

Closed

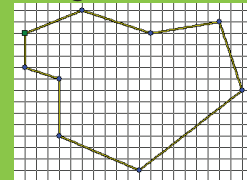
Precision: 4

x: 128 y: 192 Area: (0,0)-(404,394)

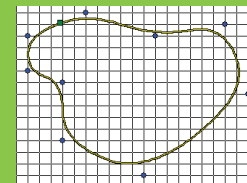
Click in here to set the points for the path the object will follow.

Toggle these to change between a curved and angled path.

Straight lines:

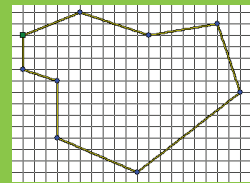


Smooth curves:

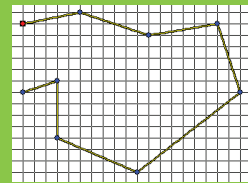


A 'closed' path forms a loop, while an 'open' path has a beginning and end.

Closed:



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