

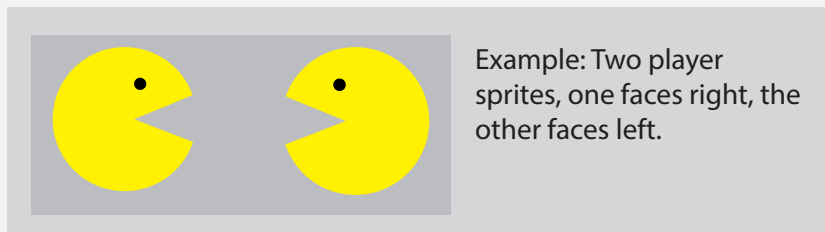
# Changing Sprites

## Change a sprite during the game.


Changing sprites allows for an object to “face” the direction it’s moving or change in response to an event (for example, becoming a smaller sprite or a change in color). This is not animation or object change. The object will still behave the same but just appear different.

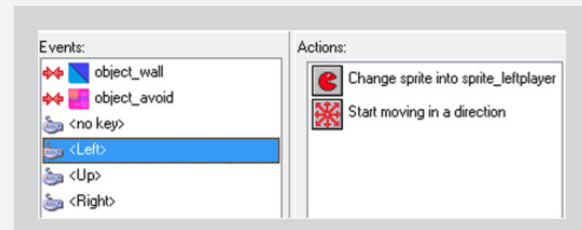
For a sprite to be changed to face the direction of movement, **right-click** the sprite in the resource menu and select **Duplicate**. Open the copy and click **Edit Sprite**. In the **Transform** menu, **Flip the Image** and click **OK**.


Open the Object\_Player and add the following **Change Sprite** actions to the following events:

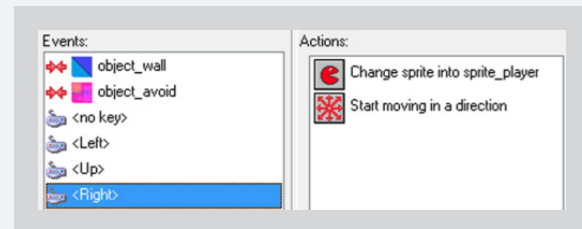


## Object\_Player

 **Event: Keyboard <Left>**  
Action: Change sprite  
Applies to: Self  
Sprite: *select the one facing left*  
Subimage: 0  
Speed: 1



 **Event: Keyboard <Right>**  
Action: Change sprite  
Applies to: Self  
Sprite: *select the one facing right*  
Subimage: 0  
Speed: 1



NOTE: This means the sprite will face the left and right when the keys are pressed. If you wanted to make the sprite change into a bigger sprite or a color, the process is very similar, except you would put the sprite changes in your choice of existing Events/Actions. Another idea is to show before/after images with changing sprites. For example, a snowman enemy changes into a puddle before disappearing.