ChangingSprites

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:

Example: Two player sprites, one faces right, the other faces left.

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.