Create a projectile for the player to release in the direction of the player’s movement.

**Object_Player**

**Event: Create**
- Action: Set variable
- Applies to: Self
- Variable: shoot_dir
- Value: 0
- Not Relative

**Event: Keyboard <Left>**
- Action: Set variable
- Applies to: Self
- Variable: shoot_dir
- Value: 180
- Not Relative

**Event: Keyboard <Right>**
- Action: Set variable
- Applies to: Self
- Variable: shoot_dir
- Value: 0
- Not Relative

**Event: Key Press <Space>**
- Action: Create moving instance
- x: 0
- y: 0
- Speed: 30
- Direction: shoot_dir
- Check Relative

In this use of the **Set variable**, we are setting a direction using degrees. Any degree value can be set to move up, down, left, right, or diagonals.

**NOTE:** If you want to program up and down, follow these same procedures for releasing up and down.

If you previously made an **Object_Release**, you must delete the original **Create Instance** in the **Key Press <Space>** event. Then go back into the **Object_Release** properties and delete the **Create Event; Action: Move fixed**.

If you want your **Player_Object** to face the direction it is releasing, see the **Changing Sprite** card.