

Release: Player Direction

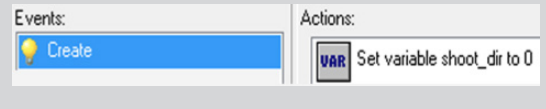
Create a projectile for the player to release in the direction of the player's movement.

Object_Player

Event: Create



Action: Set variable
Applies to: Self
Variable: shoot_dir
Value: 0
Not Relative



Event: Keyboard <Left>



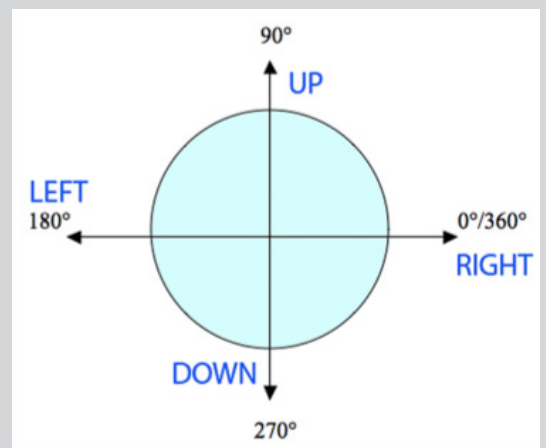
Action: Set variable
Applies to : Self
Variable: shoot_dir
Value: 180
Not Relative



Event: Keyboard <Right>



Action: Set variable
Applies to : Self
Variable: shoot_dir
Value: 0
Not Relative

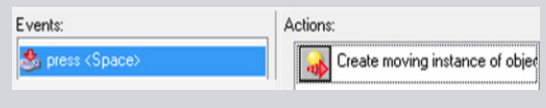


In this use of the **Set variable**, we are setting a direction using degrees. Any degree value can be set to move up, down, left, right, or diagonals.

Event: Key Press <Space>



Action: Create moving instance
x: 0
y: 0
Speed: 30
Direction: shoot_dir
Check Relative



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.