

Release: Reticle

Create a reticle to use for targeted releases in any direction.

You will be typing in code throughout this programming card, so it is critical that your objects be labeled **Object_Player**, **Object_Release**, and **Object_Reticle**.



Example Sprite_Reticles

In the Sprite Properties Menu:
Create a new **Sprite_Reticle** (size 32 x 32). Click **Center** under Origin to center the X & Y. Then create an **Object_Reticle**.

Object_Reticle

Event: Step



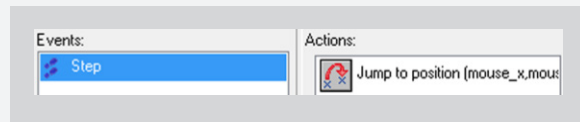
Action: Jump to Position

Applies to: Self

x: mouse_x

y: mouse_y

Not Relative



Object_Player

Event: Mouse <Global Mouse> <Global Left Pressed>



Action: Create Moving Instance

Applies to: Self

Object: Object_Release

x: 0

y: 0

Speed: 20

Direction: point_direction (x, y, mouse_x, mouse_y)

Check Relative



NOTE: You must put an **Object_Reticle** in the game room to use it. If you previously made an **Object_Release**, be sure that the **Object_Release's Create Event; Action: Move Fixed** is deleted.

Release: Reticle

Create a rotating arm that releases the **Object_Release**.

Create a new **Sprite_Arm** (size 32 x 8). Fill it with any bright color not on **Object_Player**. Once your programming works, you can make your **Sprite_Arm** anything you prefer.

Object_Arm



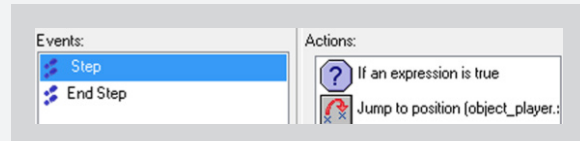
Event: Step

Action: Test Expression

Applies to: Self

Expression: `reticle.x > x`

No NOT



[same event]

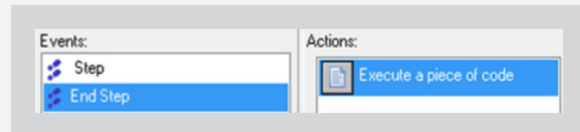
Action: Jump to a position

Applies to: Self

x: `Object_Player.x+16`

y: `Object_Player.y+16`

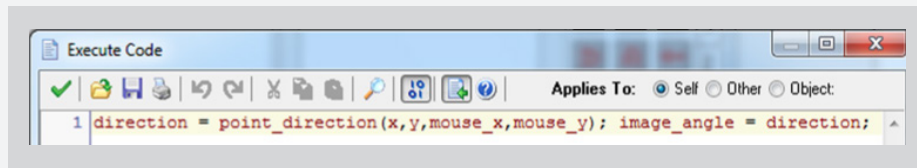
Not Relative



Event: Step <End Step>

Action: Execute a piece of code

Code: `direction=point_direction(x,y,mouse_x,mouse_y);image_angle=direction;`



You must place **Object_Arm** and **Object_Reticle** in the game room. The **Object_Arm** will attach itself to the player and the **Object_Reticle** will appear as soon as the mouse is moved at the beginning of the game.

Do not use spaces when typing in **X**, **Y**, **Variable**, and **Code** and pay attention to symbols and punctuation marks.