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**.

**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.
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.