Release in Direction of Movement

Create a projectile for the player to release in the direction of their 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 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: Moved Fixed \[\]

If you want your player_object to ‘face’ the direction it is releasing, see the Change Sprite card.