Release with Reticule

Part 1 of 2

Create a reticule to use for targeted releases in any direction

NOTE: 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_reticule**

**Object_Reticule**

In Sprite Properties Menu
Create a new sprite_reticule [size 32x32]
Click **Center** under Origin to center the X & Y
Create object_reticule

**Event: Step**
Action: Jump to Position
Applies to: Self
x: mouse_y
y: mouse_x
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

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

Create a "rotating arm" that releases the object_release

**Object_Arm**

Create a new sprite_arm [size 32x8] Fill it with any bright color not on object_player. Once your programming works you can make your sprite_arm anything you prefer

Continued on Part 2 of 2
Object_Arm

**Event: Step**
- Action: Test Expression
  - Applies to: Self
  - Expression: reticule.x>x
  - Not 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_reticule in the game room. The object_arm will “attach” itself to the player and the object_reticule will appear as soon as the mouse is moved at the beginning of the game.

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