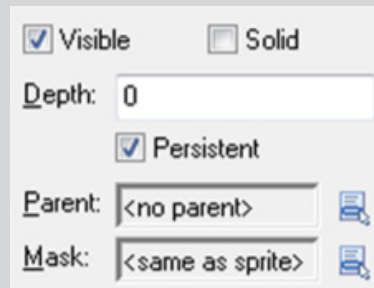# Persistence

Allow an object to appear in every room without placing it in every room.

This is a good idea for objects that you want in every room like *health bar*, *lives*, and *score*. The location is locked by x & y coordinates, so any persistent object will remain in the same place. This is not a good idea for walls, portals, or enemies unless you want them to be in the same place every level.
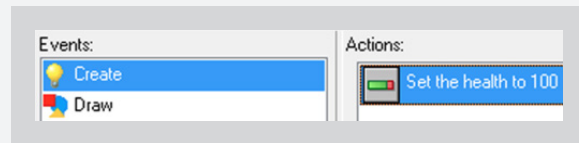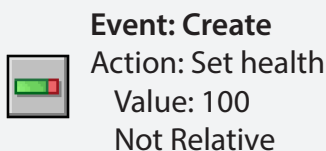

Check **Persistent** in the object properties. This will make it appear in every room in the same place. You now need to remove them from all other rooms except for the first room you place it in.

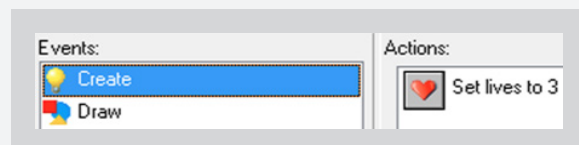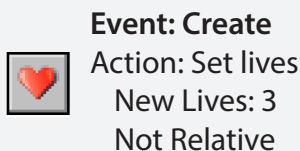**Maintain the health or lives from room to room throughout.**

The settings in the **Health Bar** and **Lives** cards make the health or lives reset when you go to the next room. To maintain health or lives through the game (so that "1/2 of a health bar" or "1 life left" carries over to the next room) they have to be **Set** in a **Create** event *that is attached to a persistent object*.

Open **Object_Player** and *delete* the **Set Health** or **Set Lives** in the Create event. Then open the **Object_Healthbar** or **Object_Lifebar** to put the action there instead.

Object_HealthBar

Event: Create
Action: Set health
  Value: 100
  Not Relative

Object_HealthBar

Event: Create
Action: Set lives
  New Lives: 3
  Not Relative

Be sure you only have the object in the first room. If you place a persistent object in another room, it will duplicate and reset the health or lives.