

Object: aPlayer

Name: aPlayer

Sprite: 71 x 123

Collision Mask: Same As Sprite

Visible Solid

Persistent Use Physics

Events

Layers

Physics

Variable Definitions -

Events

- Create
- Destroy
- Step
- Draw
- Hit
- Hit
- Hit

Add Event

aPlayer Events

Step	Event	Code
10	Create	<code>use_climb = false;</code> // flag if the player can climb
11	Create	<code>sliding = false;</code> // flag if the player is sliding
12	Create	<code>speed = 0;</code> // horizontal speed of the player
13	Create	<code>vspeed = 0;</code> // vertical speed of the player
14	Create	<code>fall = false;</code> // flag if the player is falling
15	Create	<code>gravity;</code> // gravity that applies to the player
16	Create	<code>gravmax=10;</code> // terminal velocity when falling
17	Create	<code>gravdelta=1;</code> // difference in gravity
18	Create	<code>grav_jump = -10;</code> // jump gravity
19	Create	<code>jump=false;</code> // flag if the player is jumping
20	Create	
21	Create	<code>// camera that follows the player</code>
22	Create	<code>view_enabled[0] = true;</code>
23	Create	<code>view_stretch[0] = true;</code>
24	Create	<code>view_sport[0] = 0;</code>
25	Create	<code>view_hport[0] = 0;</code>
26	Create	<code>view_sport[0] = 0;</code>
27	Create	<code>view_hport[0] = 0;</code>
28	Create	<code>view_camera[0] = camera_create_view(0, 0, view_sport[0], view_hport[0], 0, 0);</code>
29	Create	<code>surface_resize(application_surface, 0, 0);</code>
30	Create	<code>window_set_size(view_sport[0], view_hport[0]);</code>
31	Create	

Gamemaker Game Programming With Gml

David Baud



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