

Object: aPlayer

Name: aPlayer

Sprite: 71 x 123

Collision Mask: Same As Sprite

Visible  Solid

Persevere  Use Physics

Events

Assets

Physics

Variable Definitions -

Events

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

Add Event

aPlayer Events

```

10 int climb = false; // flag if the player can climb
11 int slinking = false; // flag if the player is slinking
12 int speed = 5; // horizontal speed of the player
13 int vspeed = -40; // vertical speed of the player
14 int fall = false; // flag if the player is falling
15 int gravity; // gravity that applies to the player
16 int gravmax=12; // terminal velocity when falling
17 int gravdelta=1; // difference in gravity
18 int grav_jump = -10; // jump gravity
19 int jump=false; // flag if the player is jumping
20
21 // camera that follows the player
22 view_enabled[0] = true;
23 view_stretch[0] = true;
24 view_sport[0] = 0;
25 view_spsport[0] = 0;
26 view_sport[0] = 0;
27 view_hport[0] = 0;
28 view_hsport[0] = 0;
29 view_hport[0] = 0;
30 view_hsport[0] = 0;
31 surface_resist(application_surface, 999, 999);
32 window_set_size(view_sport[0], view_hport[0]);
33

```

# Gamemaker Game Programming With Gml

**Ben Tyers**



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