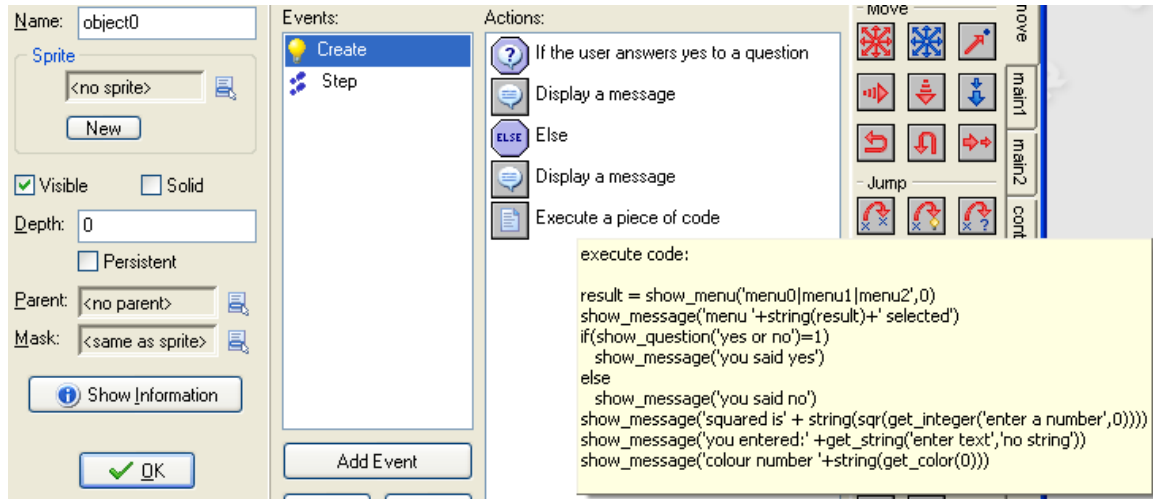


Tony Forster May03

Demonstration of different ways of providing information to the game
May be freely distributed with acknowledgement of authorship

Also how to put multiple items in the caption - the mouse x and y



Information about object: object0

Sprite: <no sprite>
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Create Event:

if the player does say yes to the question: yes or no
display message: you said yes
else
display message: you said no
execute code:

```
result = show_menu('menu0|menu1|menu2',0)
show_message('menu '+string(result)+' selected')
if(show_question('yes or no')=1)
  show_message('you said yes')
else
  show_message('you said no')
show_message('squared is' + string(sqrt(get_integer('enter a number',0))))
show_message('you entered:' +get_string('enter text','no string'))
show_message('colour number '+string(get_color(0)))
```

Step Event:

set variable room_caption to 'x=' +string(mouse_x) + ' y=' +string(mouse_y)
