

Tony Forster May 03

Demonstration of shooting

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Use left and right cursor keys and spacebar

The variable "facing" is set during movement

"facing" is an arbitrary name for a new variable which indicates where the dog is facing

When referred to outside object0 it has to be object0.facing

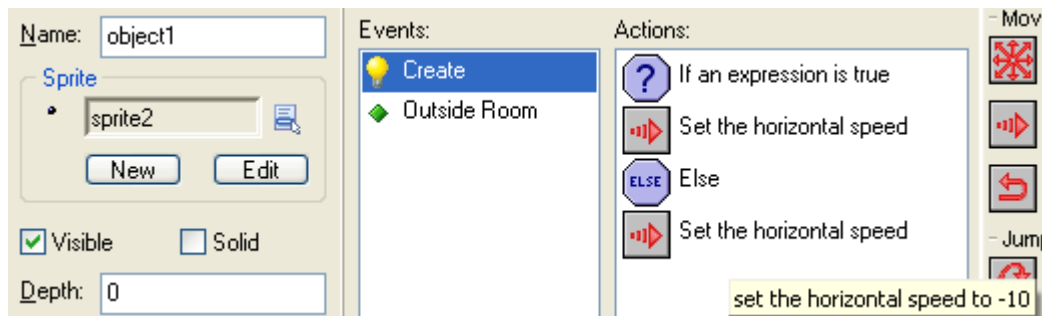
When creating a bullet, "object0.facing" tells bullets which way to shoot

Bullets are created 0,0 relative to the dog so they come from the dog

Two alternate methods are:

a) A simple option is to have two types of bullets which move right and left, create them with different keyboard keys eg. "a" and "s" or

b) Have two different shooter objects (dogs), change the instance to the other object (& the sprite too) when you press the cursor key, use 2 bullets as above each dog shoots a different type of bullet



Information about object: object0

Sprite: sprite0
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Create Event:
set variable facing to 0

Keyboard Event for <no key> Key:
start moving in directions 000010000 with speed set to 0

Keyboard Event for <Space> Key:
create instance of object object1 at relative position (0,0)

Keyboard Event for <Left> Key:
start moving in directions 000100000 with speed set to 2
set the sprite to sprite0 with scale factor 1
set variable facing to -1

Keyboard Event for <Right> Key:

start moving in directions 000001000 with speed set to 2
set the sprite to sprite1 with scale factor 1
set variable facing to 1

Information about object: object1

Sprite: sprite2
Solid: false
Visible: true
Depth: 0
Persistent: false
Parent: <no parent>
Mask: <same as sprite>

Create Event:

if expression object0.facing=1 is true
 set the horizontal speed to 10
else
 set the horizontal speed to -10

Other Event: Outside Room:

destroy the instance
