

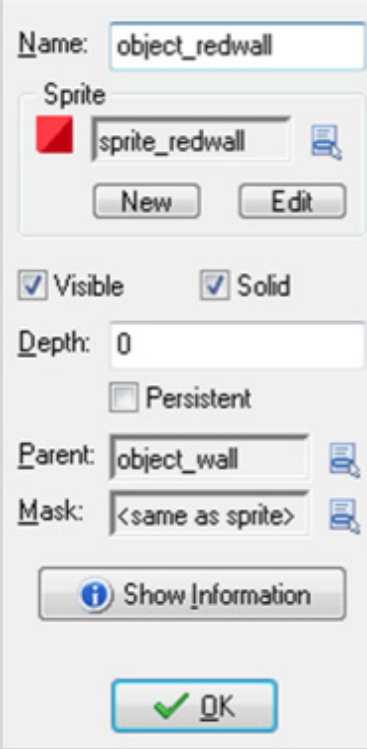
Parenting

Make an object behave exactly the same way as another object without reprogramming.

You have 2 options if you want to have multiple walls, enemies, or collectibles that the player interacts with the same way.

Option #1: Create a new object and duplicate the object programming.

Option #2: Create a new object and select a *Parent Object*.



The screenshot shows a dialog box for configuring an object named 'object_redwall'. The 'Sprite' field is set to 'sprite_redwall'. There are 'New' and 'Edit' buttons below the sprite field. The 'Visible' and 'Solid' checkboxes are checked. The 'Depth' field is set to '0'. The 'Persistent' checkbox is unchecked. The 'Parent' field is set to 'object_wall'. The 'Mask' field is set to '<same as sprite>'. There is a 'Show Information' button and an 'OK' button at the bottom.

For example: I have a wall and I want to have a red wall in another level. I create the **Sprite_RedWall** and the **Object_RedWall**. Instead of programming the player, release, avoid, enemy and boss to collide with **Object_RedWall** the same way as **Object_Wall**, I open up the **Object_RedWall** properties and select **Parent <Object_Wall>**.

Because it is a wall, the object needs to be **solid**. Visible is optional.

If you were creating a second enemy, parenting would work the same way in that the traits of the parent enemy are transferred to the new (child) enemy unless you program it to be different.

NOTE: You can add programming to "child" objects. The parent's programming is overridden by any programming to the "child" except **Visible, Solid, Depth, and Persistence**.