

Timed Object

Make an object change back to another object after a set amount of time. For example: a super player changing back to a normal player.

Object_PowerUp



Event: Collision <Object_Player>

Action: Change instance

Applies to: Other

Change Into: **Object_SuperPlayer**

Perform Events: not



[same event]

Action: Jump to position

Applies to: Self

x: 0

y: 0



Action: Set variable

Applies to: Self

Variable: putime_left

Value: 20

Not Relative

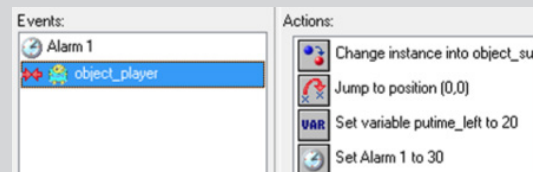


Action: Set Alarm

Applies to: Self

Number of Steps: 30

In Alarm No: Alarm 1



These variable settings will cause the super player to change back to the normal player after *20 seconds*.

NOTE: This sequence means when the timed power up collides with the player, it will change the player into the super player, then the power up will move (jump) to the coordinate (0,0) so it is not viewable in the game. Then the timed power up will set **putime_left** to 20 seconds and begin the alarm steps counting down 20 seconds of being the super player. Now you will set up what should happen when the variable is at 0.

Timed Object

Event: Alarm 1



Action: Set variable
Applies to: Self
Variable: putime_left
Value: -1
Check Relative

[same event]



Action: Test Variable
Applies to: Self
Variable: putime_left
Value: 0
Operation: Equal to
No NOT

[same event]



Action: Start block



Action: Change instance
Applies to: Object_SuperPlayer
Change into: Object_Player
Perform events: not



Action: Destroy the instance
Applies to: Self



Action: End block

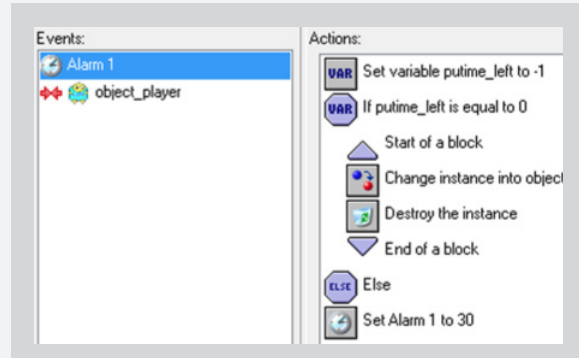
[same event]



Action: Else



Action: Set alarm
Applies to: Self
Number of steps: 30
In Alarm no: Alarm 1
Not Relative



This sequence means that when the **Alarm 1** is triggered, the **putime_left** will lower by 1. Then the **Alarm 1** will check if **putime_left** is at zero, changing the super player back to player if is zero and resetting he alarm if it is not zero.