

ADVANCED MOVEMENT ACTIONS: KEEPING OBJECTS SNAPPED ON A GRID

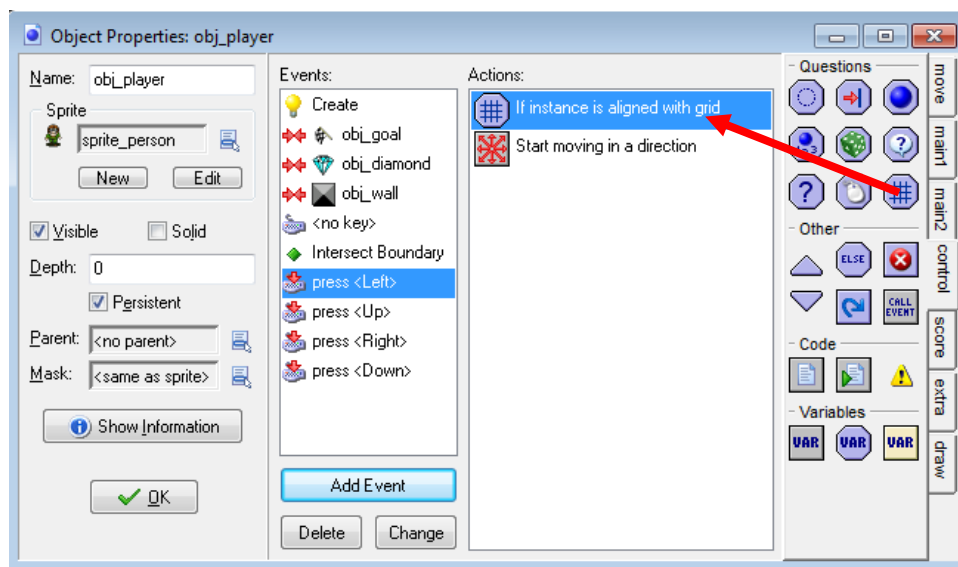
It is often a good idea to keep objects snapped on the grid when it moves, particularly when it comes time to check for collisions. For example, you may need an object to stop at exactly the right position to move onto the next level of a game.



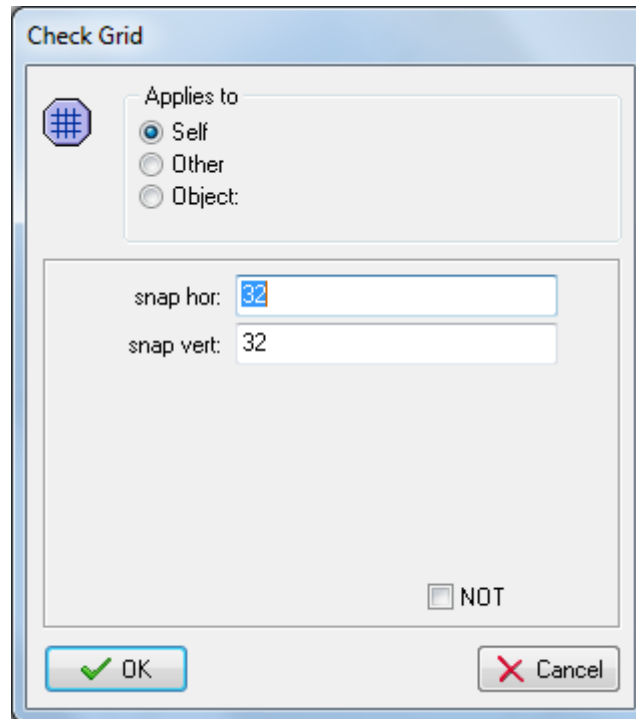
CHECK GRID ACTION

GameMaker has an action called **Check Grid** that checks whether an object is aligned with a grid. So this action can be used to move an object only if the object is aligned with the grid. This is an event we would want to add to each arrow key event.

In the following example, I am going to add a **Check Grid** action to my **<Left> Key Press** event and only have the object move left if the object is aligned with the grid. The Check Grid action can be found in the **control** tab.



The **Check Grid** properties requires you to specify the horizontal and vertical snap which should be set to the grid snap settings you set in your room. In this example, I will be using 32 x 32 because this is the grid snap settings of my room.

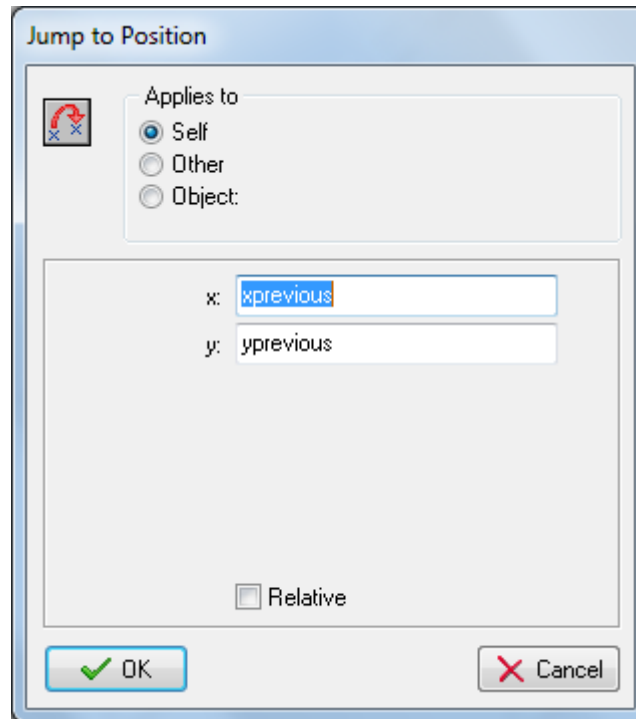


You will need to the same for all your other arrow keys in order to make this work, including the **<no key> Keyboard Event**. The object should stop moving if the object is aligned with the grid.

JUMPING TO A PREVIOUS POSITION

There are often occasions where you want an object to jump to the last position it was occupying. For example, let's say an object reaches the boundary of a room and you simply want the object to stop at that point. In order to make the object stop at the boundary of a room, you can use the **Jump to Position** action and set the x- and y-values to its previous position.

In order to do this, you would simply need to enter **xprevious** and **yprevious** in the corresponding fields:



Go ahead and add an **Intersect Boundary** event to your Maze Game, and add a **Jump to Position** action that will make the object stop when it reaches the room's boundary.