**Programming 12**

**Cheat Sheet 02**

instance\_number(obj) returns the number of objects in the room of type obj.

instance\_find(obj, num) returns the id of object num. For example, instance\_find(monster, 3) would return

the id of monster 3 in the room (this is the 4th monster since counting starts at 0).

instance\_exists(id) returns true or false (1 or 0) if the object with the id still exists in the room. This method

is useful to check if a specific object has been destroyed or not yet.

irandom\_range(a,b) returns a random integer from a to b (inclusive of a and b)

exit this command will leave the code you are currently running without doing any more

lines past this point.

room\_goto\_next() go to the next room in the room list

point\_distance(x1,y1,x2,y2) returns the distance between these two points

point\_direction(x1,y1,x2,y2) returns the direction from point1 to point2

once you know an object’s id, you can access its variables:

monsterid = instance\_find(monster, 2) //finds the 3rd monster in the room

monsterid.x = monsterid.x + 4  
if monsterid.hp > 0 { do stuff }  
  
once you know an object’s id, you can ask it to change variables or call methods using the *with* statement:

monsterid = instance\_find(monster, 2)  
with (monsterid) {  
 image\_angle = 180

direction = 180

instance\_destroy()

}