

Order Of Events In Game Maker

Revision 1
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All tests done in GM6.1 (Registered, Advanced Mode).

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Events List

Game started:

-  - Instance Creation Code
-  - Create
-  - Game Start
-  - Room - Creation code
-  - Room Start
-  - Room Start
-  - Draw

Normal step:

-  - Begin Step
-  - Alarm 0
-  - Keyboard and mouse
-  - Keyboard and mouse press
-  - Keyboard and mouse release
-  - Step
-  - End Of Path
-  - Outside room
-  - Intersect Boundary
-  - Collision events*
-  - End Step
-  - Draw

- ◆ - Animation End**

Game closed:

- ◆ - Room End
- ◆ - Game End

Room Change ***:

- ◆ - Room End
-  - Instance Creation Code (Only if object is not persistent from previous room)
-  - Create (Only if object is not persistent from previous room)
-  - Room - Creation code
- ◆ - Room Start
- ◆ - Draw

Other Events:

- ◆ - **User Defined Events** - Executed at call; doesn't wait for current event, or any other ones, to finish.
- ◆ - **Out of Health** - Executed the moment they run out; doesn't wait for current event, or any other ones, to finish.
- ◆ - **Out of Lives** - Same as Out Of Health
-  - **Destroy** - Will immediately execute when the object gets destroyed. Will not execute at the end of the game or at a room transition.

Event Comments:

- * - If the collision event is only in one object:
Object(with event) - Collision with other object

If the collision event is in both objects:

- Object1 - Collision with Object2
- Object2 - Collision with Object1
- Object2 - Collision with Object1
- Object1 - Collision with Object2

** - Will execute once if sprite is animated (when it ends). Will execute every step with single image sprite or no sprite.

*** - Doesn't wait for rest of the events to finish, will execute immediately and then continue from the start of "Normal Step".

Order of Above Events

Order of sub-events:

The above groups of events will run in the game in the following order:

Game started
Normal step

Normal step
Normal step
Normal step (Continues to repeat)
Room Change (When called)
Normal step
Normal step
Normal step (Continues to repeat)
Game closed (When called)

Events with multiple objects:

With multiple objects, the events alternate:

Object1 - Step
Object2 - Step
Object1 - End Of Path
Object2 - End Of Path
Object1 - Outside room
Object2 - Outside room
Object1 - Intersect Boundary
Object2 - Intersect Boundary

The order the objects are handled is determined by depth (lower numbers execute first) and then, for objects at the same depth, by the order they were created (placed in the room, first placed will execute first).

Credits

Created by: **Tahnok100**

Information regarding 'Instance Creation Code': **Nailog** & **tpvgames**

Information regarding 'Room Change': **Weird Dragon** & the GM Help File

Contact

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