Game Maker 8.0: Short Action Names

Move

Move Fixed

Move Free

Move Towards

Speed Horizontal

Speed Vertical

Set Gravity

Reverse Horizontal

Reverse Vertical

Set Friction

Jump to Position

Jump to Start

Jump to Random

Align to Grid

Wrap Screen

Move to Contact

Bounce

Set Path

End Path

Path Position

Path Speed

Step Towards

Step Avoiding

bold = used in book
italic = Pro edition

Main1

Create Instance

Create Moving

Create Random

Change Instance

Destroy Instance

Destroy at Position

Change Sprite

Transform Sprite

Color Sprite

Play Sound

Stop Sound

Check Sound

Previous Room

Next Room

Restart Room

Different Room

Check Previous

Check Next

Main2

Set Alarm

Sleep

Set Time Line

Time Line Position

Time Line Speed

Start Time Line

Pause Time Line

Stop Time Line

Display Message

Show Info

Splash Text

Splash Image

Splash Webpage

Splash Video

Splash Settings

Restart Game

End Game

Save Game

Load Game

Replace Sprite

Replace Sound

Replace Background

Control

Check Empty

Check Collision

Check Object

Test Instance Count

Test Chance

Check Question

Test Expression

Check Mouse

Check Grid

Start Block

End Block

Else

Exit Event

Repeat

Call Parent Event

Execute Code

Execute Script

Comment

Set Variable

Test Variable

Draw Variable

Score

Set Score

Test Score

Draw Score

Show Highscore

Clear Highscore

Set Lives

Test Lives

Draw Lives

Draw Life Images

Set Health

Test Health

Draw Health

Score Caption

Extra

Create Part System

Destroy Part System

Clear Part System

Create Particle

Particle Color

Particle Life

Particle Speed

Particle Gravity

Particle Secondary

Create Emitter

Destroy Emitter

Burst from Emitter

Stream from Emitter

Play CD

Stop CD

Pause CD

Resume CD

Check CD

Check CD Playing

Set Cursor

Draw

Draw Sprite

Draw Background

Draw Text

Draw Scaled Text

Draw Rectangle

Horizontal Gradient

Vertical Gradient

Draw Ellipse

Gradient Ellipse

Draw Line

Draw Arrow

Set Color

Set Font

Set Full Screen

Take Snapshot

Create Effect