Armor piercing code

/// @description Insert description here

// You can write your code in this editor

hsp = lengthdir\_x(96,dir);

vsp = lengthdir\_y(96,dir);

//explosive code

if(collision\_line(x,y,x+hsp,y+vsp,obj\_enemy,false,true)){

var e = instance\_nearest(x+hsp/2,y+vsp/2,obj\_enemy);

if(y < e.y+16){

e.hp = 0;

}else{

with(e){

hp--;

addTask(0,50,180,[obj\_player.x,obj\_player.y]);

}

}

for(var i = 0; i < 20; i++){

var b = instance\_create\_depth(x,y,0,obj\_blood);

b.hsp = hsp;

b.vsp = vsp;

b.hsp /= 8;

b.vsp /= 8;

b.hsp += random\_range(-4,4);

b.vsp += random\_range(-4,4);

}

//instance\_destroy();

}

These 4 are commented out //if(collision\_line(x,y,x+hsp,y+vsp,obj\_solid,false,true)){

//instance\_destroy();

//}else{

x += hsp;

y += vsp;

//}

//////////////////////////////////////////////////////////////////////////////////////////////////////////////

Incendiary code

/// @description Insert description here

// You can write your code in this editor

hsp = lengthdir\_x(96,dir);

vsp = lengthdir\_y(96,dir);

//explosive code

if(collision\_line(x,y,x+hsp,y+vsp,obj\_enemy,false,true)){

var e = instance\_nearest(x+hsp/2,y+vsp/2,obj\_enemy);

if(y < e.y+16){

e.hp = 0;

}else{

with(e){

hp = 0; this is changed from minus minus to =0

addTask(0,50,180,[obj\_player.x,obj\_player.y]);

}

}

for(var i = 0; i < 20; i++){

var b = instance\_create\_depth(x,y,0,obj\_blood);

b.hsp = hsp;

b.vsp = vsp;

b.hsp /= 8;

b.vsp /= 8;

b.hsp += random\_range(-4,4);

b.vsp += random\_range(-4,4);

}

instance\_destroy();

}

if(collision\_line(x,y,x+hsp,y+vsp,obj\_solid,false,true)){

instance\_destroy();

}else{

x += hsp;

y += vsp;

}