

## EASY ROOM TRANSITIONS

### HOW TO USE:

1. Put everything inside "RM\_CHANGE" in your game
2. instead of room\_goto... use the sc\_room\_change(room\_name, "animation") script.

The animations that you can use are:

"flush", "boxes", "clock", "clock2", "arrows"

3. You can change colors, animation speed, images... etc, even create your own.

### HOW DOES IT WORKS?

When you call the script to change rooms 3 things happen.

- A new animation is created (a persistent object)
- You move to the next room
- The animation ends and the object is destroyed.