obj\_warp{

create{

target\_x = 0;

target\_y = 0;

target\_rm = 0; //target room

}

step{

if place\_meeting(x, y, obj\_gaia) && !instance\_exists(obj\_warp\_trans)

//se colidir e não existir o warp trans, criar essa instancia

{

var inst = instance\_create\_depth(0, 0, -9999, obj\_warp\_trans);

inst.target\_x = target\_x;

inst.target\_y = target\_y;

inst.target\_rm = target\_rm;

}

}

}

obj\_warp\_trans{

create{

target\_x = 0;

target\_y = 0;

target\_rm = 0; //target room

}

step{

if room == target\_rm && image\_index < 1{

instance\_destroy();

}

}

draw{

draw\_sprite\_tiled(sprite\_index, image\_index, 0, 0);

}

animation end{

room\_goto(target\_rm)

obj\_gaia.x = target\_x

obj\_gaia.y = target\_y

image\_speed = -1;

}

}