**Create:**

text\_id = "chave\_anxiety";

alarm[0] = 60;

deixar\_msg = false;

**Step:**

var \_s = id;

inst = place\_meeting(x,y,obj\_gaia)

if((inst) && (keyboard\_check\_pressed(ord("X")))){

obj\_gaia.key[3] = true;

with(instance\_create\_depth(0, 0, -99998, obj\_textbox))

{

scr\_game\_text(\_s.text\_id);

}

instance\_destroy();

}

**Alarm 0:**

deixar\_msg = true;