**Create:**

text\_id = "door\_closed";

deixar\_msg = true;

**Step:**

var \_s = id;

if ((place\_meeting(x, y, obj\_gaia)) && (keyboard\_check\_pressed(ord("Z"))) && (obj\_gaia.key[2] == true))

{

deixar\_msg = false;

obj\_warp.status = true;

}if ((distance\_to\_object(obj\_gaia) < 1) && (keyboard\_check\_pressed(ord("Z"))) && (obj\_gaia.key[2] == false) && (deixar\_msg == true))

{

deixar\_msg = false;

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

{

deixar\_msg = false;

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

}

}