**Create:**

text\_id = "";

deixar\_msg = true;

**Step:**

var \_s = id;

if ((place\_meeting(x, y, obj\_gaia)) && (keyboard\_check\_pressed(ord("Z"))))

{

deixar\_msg = false;

if ((obj\_gaia.key[4] == false) && (deixar\_msg)){

with(instance\_create\_depth(0, 0, -99999, obj\_textbox))

{

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

}

}else if (obj\_gaia.key[4] == true){

obj\_warp.status = true;

}

}