**Create:**

deixar\_msg = true;

text\_id = "cat";

cigarrete = false;

alarm[0] = 120;

cigarreteAppear = false;

**Step:**

var \_s = id;

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

{

if ((obj\_cat.cigarrete == false) && (deixar\_msg)){

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

{

deixar\_msg = false;

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

if (\_s.cigarreteAppear == false){ //esse \_s

instance\_create\_layer(1278 , 923, "Instances", obj\_cigarrete);

\_s.cigarreteAppear = true; //esse \_s

}

}

}else if ((obj\_cat.cigarrete == true) && (deixar\_msg = true)){

deixar\_msg = false;

text\_id = "cat2";

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

{

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

obj\_gaia.hat = true;

}

}

}