**Create:**

deixar\_msg = true;

text\_id = "";

**Step:**

var \_s = id;

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

{

deixar\_msg = false;

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

{

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

}

}