**Create:**

text\_id = "";

deixar\_msg = true;

token = 5;

alarm[0] = 120;

angy = false;

**Step:**

var \_s = id;

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

{

if (angy == false){

if (obj\_gaia.hat == false){

deixar\_msg = false;

if token == 5{

text\_id = "friend1";

}else if token == 4{

text\_id = "friend2";

}else if token == 3{

text\_id = "friend3";

}else if token == 2{

text\_id = "friend4";

}else if token == 1{

text\_id = "friend5";

obj\_depressionCheck.depression\_check = true; //1

}else if token <= 0{

token = 4;

}

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

{

\_s.deixar\_msg = false;

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

}

token-=1;

}else if (obj\_gaia.hat == true) && (deixar\_msg){

text\_id = "friendHat";

obj\_friend.angy = true;

sprite\_index = spr\_friend59

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

\_s.deixar\_msg = false;

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

}

}

}else if ((angy) && (deixar\_msg)){

text\_id = "friend angry";

sprite\_index = spr\_friend60;

obj\_gaia.key[5] = true;

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

\_s.deixar\_msg = false;

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

}

}

\_s.deixar\_msg = false;

}

**Alarm 0:**

deixar\_msg = true;

alarm[0] = 700;