**Create:**

deixar\_msg = true;

text\_id = "";

wall = false;

**Step:**

var \_s = id;

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

{

\_s.wall = true;

deixar\_msg = false;

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

{

if obj\_gaia.flower == false{

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

}else if obj\_gaia.flower == true{

text\_id = "pedra com fro";

scr\_game\_text(text\_id);

instance\_create\_layer(obj\_rockhat.x+32, obj\_rockhat.y, "Instances", obj\_key1);

}

}

}