**Create:**

target\_x = 0;

target\_y = 0;

target\_rm = 0; //target room

**Step:**

if place\_meeting(x, y, obj\_gaia) && !instance\_exists(obj\_warp\_trans)

//se colidir e não existir o warp trans, criar essa instancia

{

var inst = instance\_create\_depth(0, 0, -9999, obj\_warp\_trans);

inst.target\_x = target\_x;

inst.target\_y = target\_y;

inst.target\_rm = target\_rm;

}