**Create:**

target\_x = 0;

target\_y = 0;

target\_rm = 0; //target room

**Step:**

if room == target\_rm && image\_index < 1{

instance\_destroy();

}

**Draw:**

draw\_sprite\_tiled(sprite\_index, image\_index, 0, 0);

**Animation End:**

room\_goto(target\_rm)

//obj\_gaia.x = target\_x

//obj\_gaia.y = target\_y

image\_speed = -1;