**Create:**

deixar\_msg = true;

text\_id = "";

token = 1;

**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);

}

}if ((place\_meeting(x, y, obj\_gaia)) && (keyboard\_check\_pressed(ord("Z")) && (obj\_gaia.amora == true) && (token == 1)))

{

text\_id = "xamaAmora"

token = 0;

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

{

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

instance\_create\_layer(obj\_xama.x+32, obj\_xama.y+64, "Instances", obj\_key4);

}

}