**Create:**

text\_id = "";

deixar\_msg = true;

**Step:**

**var \_s = id;**

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

**deixar\_msg = false;**

**obj\_gaia.amora = true;**

**sprite\_index = spr\_three;**

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

**{**

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

**}**

**}**