**Create:**

**text\_id = "cigarrete";**

**deixar\_msg = false;**

**Step:**

**var \_s = id;**

**inst = place\_meeting(x,y,obj\_gaia)**

**if((inst) && (keyboard\_check\_pressed(ord("X")))){**

**obj\_cat.cigarrete = true;**

**with(instance\_create\_depth(0, 0, -99998, obj\_textbox))**

**{**

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

**}**

**instance\_destroy();**

**}**