

# Game Maker 6.1: Short Action Names

- ## Move
- Move Fixed**
  - Move Free**
  - Move Towards**
  - Speed Horizontal
  - Speed Vertical
  - Set Gravity**
  - Reverse Horizontal**
  - Reverse Vertical**
  - Set Friction**
  - Jump to Position**
  - Jump to Start**
  - Jump to Random**
  - Align to Grid
  - Wrap Screen**
  - Move to Contact
  - Bounce**
  - Set Path
  - End Path
  - Path Position
  - Path Speed
  - Step Towards
  - Step Avoiding

- ## Main1
- Create Instance**
  - Create Moving**
  - Create Random**
  - Change Instance**
  - Destroy Instance**
  - Destroy at Position
  - Change Sprite**
  - Transform Sprite*
  - Color Sprite*
  - Play Sound**

- Stop Sound
- Check Sound
- Previous Room**
- Next Room**
- Restart Room**
- Different Room**
- Check Previous
- Check Next

- ## Main2
- Set Alarm**
  - Sleep
  - Set Time Line**
  - Time Line Position
  - Display Message**
  - Show Info**
  - Show Video
  - Restart Game**
  - End Game**
  - Save Game**
  - Load Game**
  - Replace Sprite*
  - Replace Sound*
  - Replace Background*

- ## Control
- Check Empty**
  - Check Collision**
  - Check Object**
  - Test Instance Count**
  - Test Chance**
  - Check Question
  - Test Expression
  - Check Mouse
  - Check Grid**
  - Start Block**

- End Block**
- Else**
- Exit Event**
- Repeat**
- Call Parent Event**
- Execute Code**
- Execute Script**
- Comment
- Set Variable**
- Test Variable**
- Draw Variable**

- ## Score
- Set Score**
  - Test Score
  - Draw Score**
  - Show Highscore**
  - Clear Highscore
  - Set Lives**
  - Test Lives
  - Draw Lives
  - Draw Life Images**
  - Set Health**
  - Test Health
  - Draw Health**
  - Score Caption**

- ## Extra
- Create Part System*
  - Destroy Part System*
  - Clear Part System*
  - Create Particle*
  - Particle Color*
  - Particle Life*
  - Particle Speed*
  - Particle Gravity*

- Particle Secondary*
- Create Emitter*
- Destroy Emitter*
- Burst from Emitter*
- Stream from Emitter*
- Play CD*
- Stop CD*
- Pause CD*
- Resume CD*
- Check CD*
- Check CD Playing*
- Set Cursor*
- Open Webpage*

- ## Draw
- Draw Sprite**
  - Draw Background
  - Draw Text**
  - Draw Scaled Text*
  - Draw Rectangle**
  - Horizontal Gradient*
  - Vertical Gradient*
  - Draw Ellipse
  - Gradient Ellipse*
  - Draw Line
  - Draw Arrow
  - Set Color**
  - Set Font**
  - Set Full Screen
  - Take Snapshot*
  - Create Effect*

**bold** = used in book  
*italic* = registered version