

Game Maker 6.1: Short Action Names

Move			
	Move Fixed		Stop Sound
	Move Free		Check Sound
	Move Towards		Previous Room
	Speed Horizontal		Next Room
	Speed Vertical		Restart Room
	Set Gravity		Different Room
	Reverse Horizontal		Check Previous
	Reverse Vertical		Check Next
	Set Friction	Main2	
	Jump to Position		Set Alarm
	Jump to Start		Sleep
	Jump to Random		Set Time Line
	Align to Grid		Time Line Position
	Wrap Screen		Display Message
	Move to Contact		Show Info
	Bounce		Show Video
	Set Path		Restart Game
	End Path		End Game
	Path Position		Save Game
	Path Speed		Load Game
	Step Towards		Replace Sprite
	Step Avoiding		Replace Sound
Main1			Replace Background
	Create Instance	Control	
	Create Moving		Check Empty
	Create Random		Check Collision
	Change Instance		Check Object
	Destroy Instance		Test Instance Count
	Destroy at Position		Test Chance
	Change Sprite		Check Question
	Transform Sprite		Test Expression
	Color Sprite		Check Mouse
	Play Sound		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 <i>italic</i> = registered version	