**GameMaker – Coding Sheet # 4 – Drawing Commands**

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| **Function** | **Purpose** | **Syntax** |
| draw\_self | You need this command to make the sprite appear along with the drawing. | draw\_self(); |
| draw\_sprite | Draws a sprite at an (X, Y) location. |  |
| draw\_clear | Fills entire background will specified color |  |
| draw\_set\_colour | Sets the color to draw with |  |
| draw\_set\_alpha | Sets the transparency of object’s drawn |  |
| draw\_circle | Draws a circle at location (X, Y) with radius R |  |
| draw\_ellipse | Draws an oval at location (X, Y) |  |
| draw\_line | Draws a line from (X1, Y1) to (X2, Y2) |  |
| draw\_rectangle | Draws a rectangle |  |
| draw\_triangle | Draws a triangle give 3 points |  |
| draw\_arrow | Draws an arrow |  |
| draw\_set\_font | Sets the font before drawing text |  |
| draw\_text | Draws text at a specified (X, Y) location |  |
| draw\_point | Colors a single pixel at location (X, Y) |  |
| draw\_line\_width | Set the width of lines drawn |  |
| draw\_line\_color | Set the color of lines drawn. |  |
| draw\_healthbar |  |  |