Using the draw_trail script:

You must use the draw_trail script on one of the Draw events in the object you wish to draw the trail from.

The script takes 6 arguments:

Argument	Type	Description
Length	Integer	It determinates the number of coordinates that the script will use to draw the trail.
Width	Integer	Pretty straight forward, it determinates the initial width of the trail.
Color	Integer	It determinates the color used to tint the trail, you can use the color constants from GM or the color making functions.
Sprite	Integer	It determinates the texture that will be used for the trail, the sprite must have been marked as "Used for 3D", a value of -1 can be used if you don't wish to use any texture.
Slim	Boolean	It determinates whether the trail must slim down at its end (true) or not (false)
Alpha	Real	It determinates the alpha to draw the trail with.

Example:

```
draw_trail(16,32,c_white,-1,1,1);
```

Using the draw_trail_ext script:

The script draw_trail_ext uses an alternate, more optimized method to achieve the same effect. However you must first prepare the effect before drawing it.

Script trail_init:

The script trail_init will only declare the variable GridTrail, which will be used to store the Grid that will be used to store the coordinates of the effect, and takes no arguments.

```
trail_init();
```

Script trail_calculate:

You will need to use the script trail_calculate after the coordinates of the object have been updated. It's recommend to use it on the End Step event. The trail_calculate script takes one argument:

Argument	Type	Description
Length	Integer	It determinates the number of coordinates that the script will use to calculate the trail.

Example:

```
trail_calculate(16);
```

Script draw_trail_ext:

The script draw_trail_ext will draw the effect using the coordinates previously adquired with trail_calculate, and must be used on one of the Draw events. The script takes 5 arguments:

Argument	Type	Description
Width	Integer	Pretty straight forward, it determinates the initial width of the trail.
Color	Integer	It determinates the color used to tint the trail, you can use the color constants from GM or the color making functions.
Sprite	Integer	It determinates the texture that will be used for the trail, the sprite must have been marked as "Used for 3D", a value of -1 can be used if you don't wish to use any texture.
Slim	Boolean	It determinates whether the trail must slim down at its end (true) or not (false)
Alpha	Real	It determinates the alpha to draw the trail with.

Example:

```
draw_trail_ext(32,c_white,-1,1,1);
```

Script trail_destroy:

In order to free the memory used by the trail effect and prevent memory leaks, you must use the script trail_destroy when the trail effect is no longer needed, such as in the Destroy event or the Room End event. The trail_destroy simply destroys the grid used to store the coordinates for the effect, and takes no arguments.

Example:

```
trail_destroy();
```