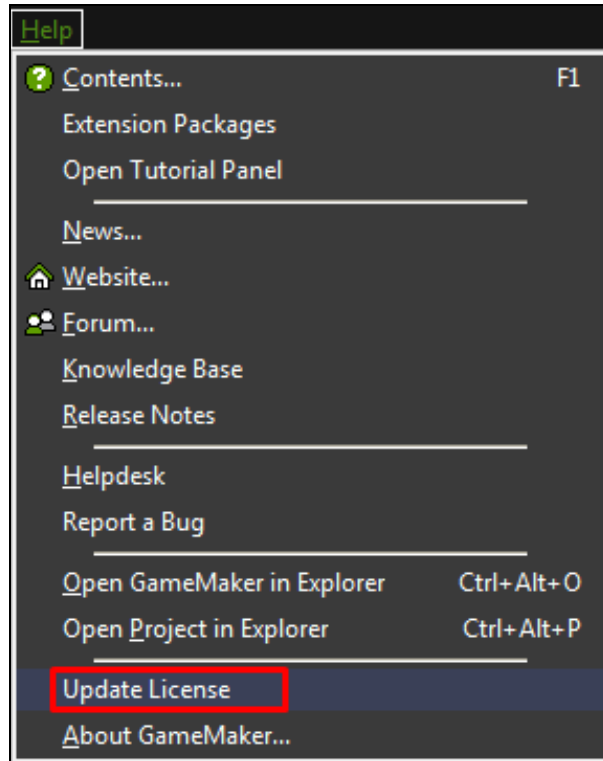


Chapter 1

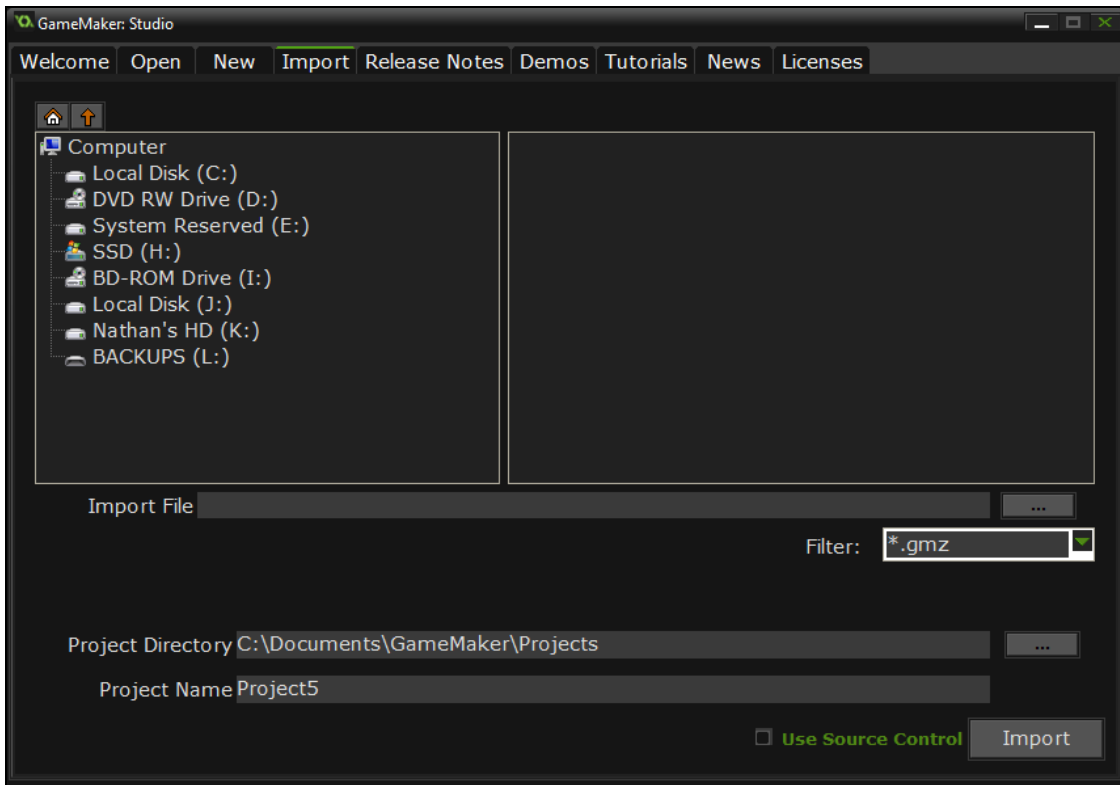


Chapter 2

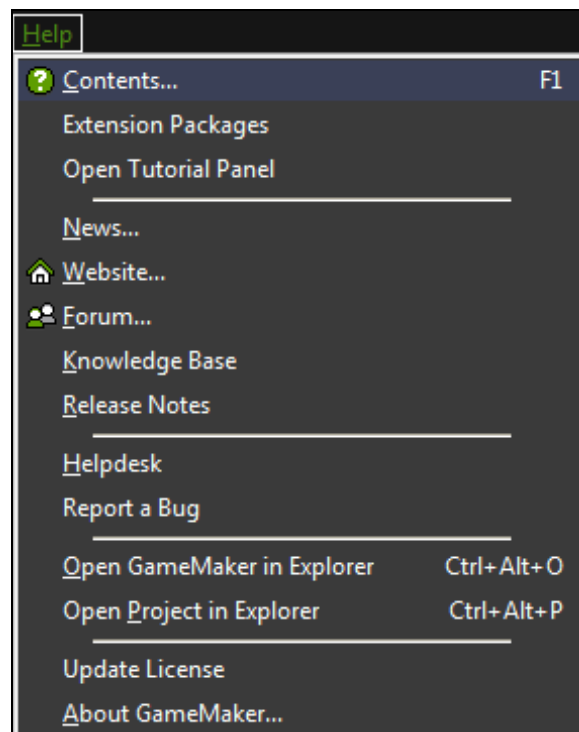
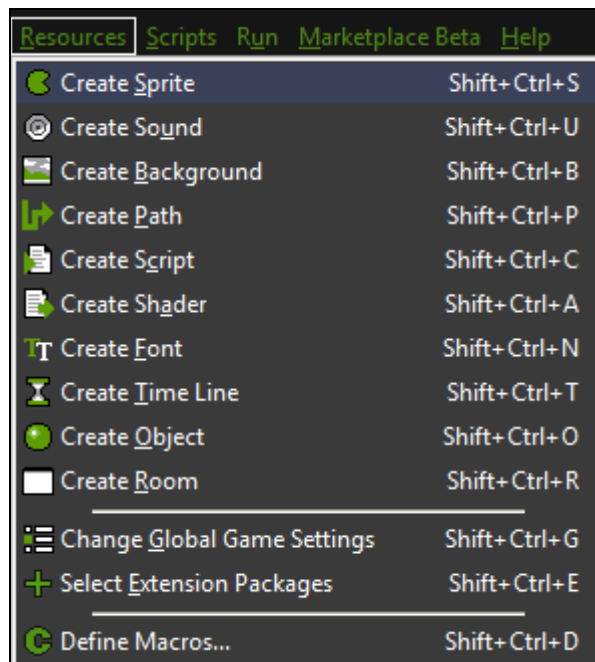








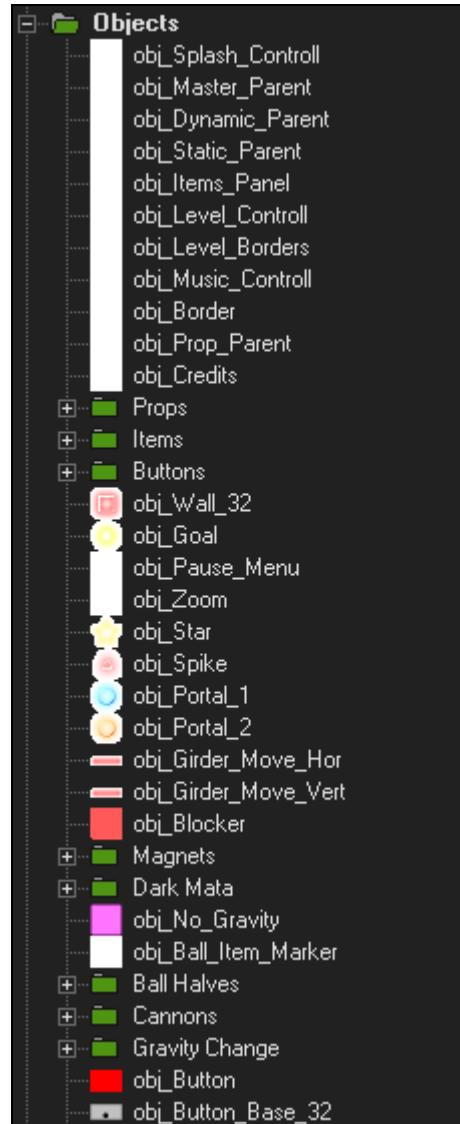
File Edit Window Resources Scripts Run Marketplace Beta Help

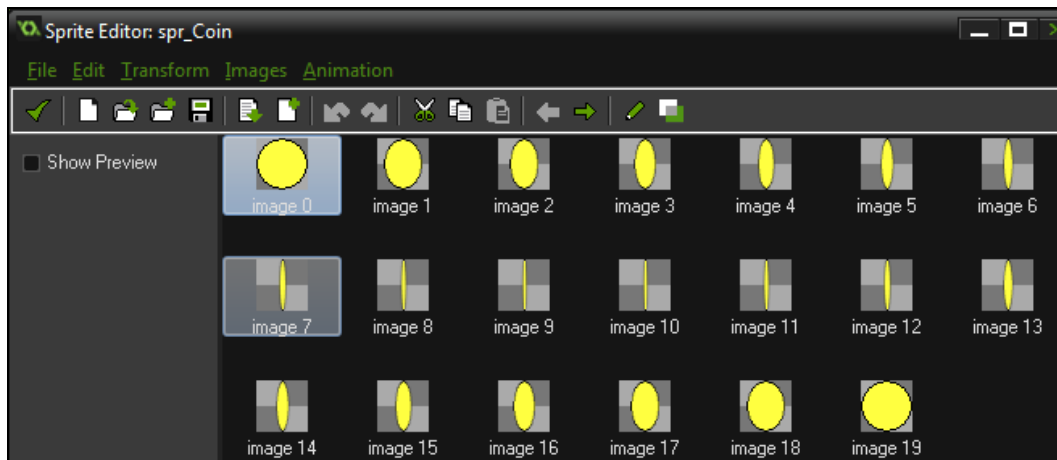
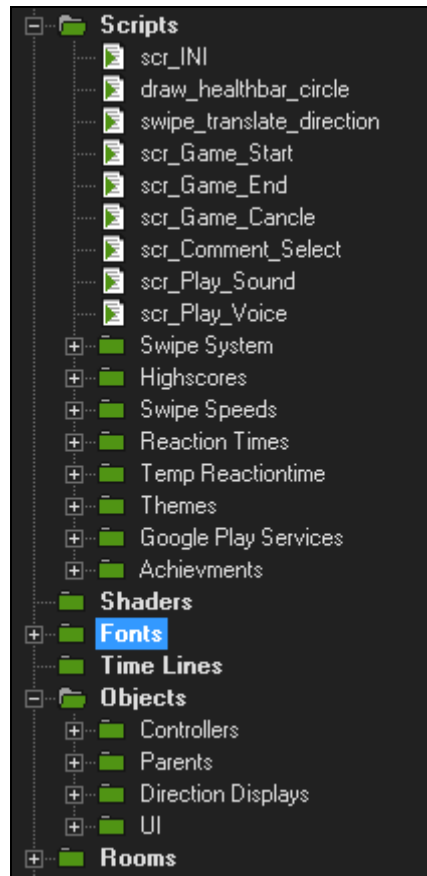


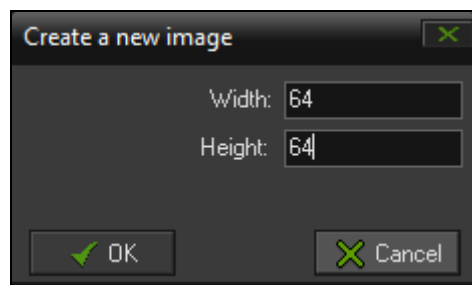
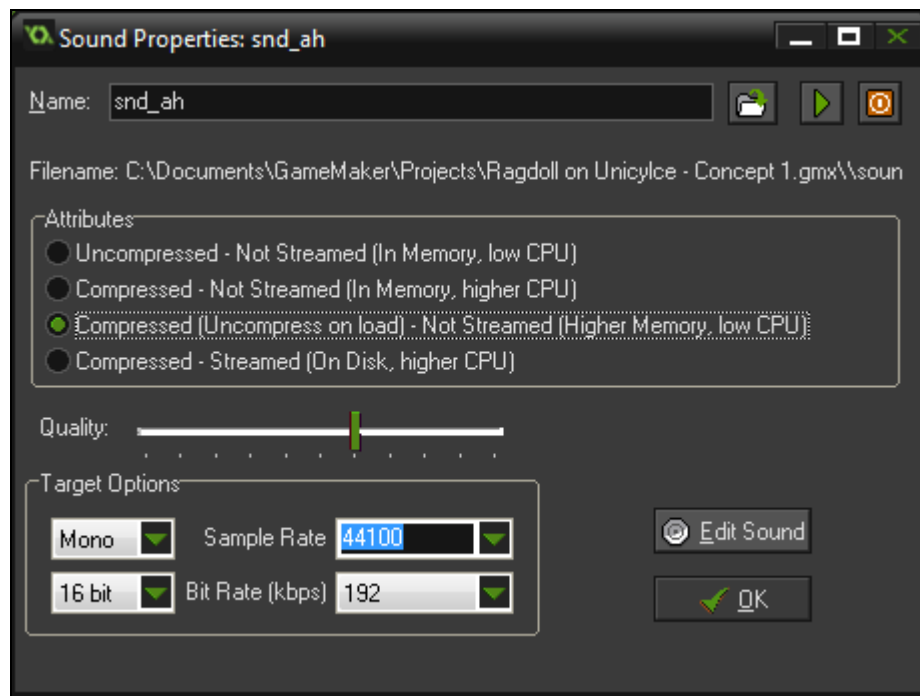
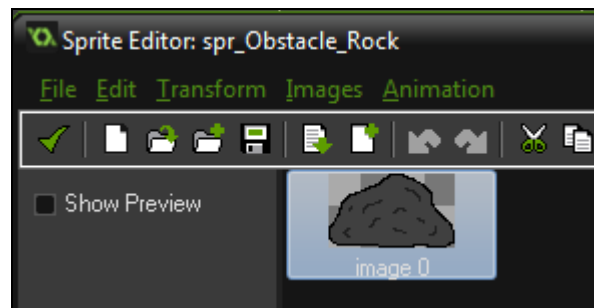
- + S**prites**
- S**ounds**
- + B**ackgrounds**
- P**aths**
- + S**cripts**
- S**haders**
- + F**onts**
- T**ime Lines**
- + O**bjects**
- + R**ooms**
- I**ncluded Files**
- E**xtensions**
- + M**acros**
- G**ame Information**
- G**lobal Game Settings**

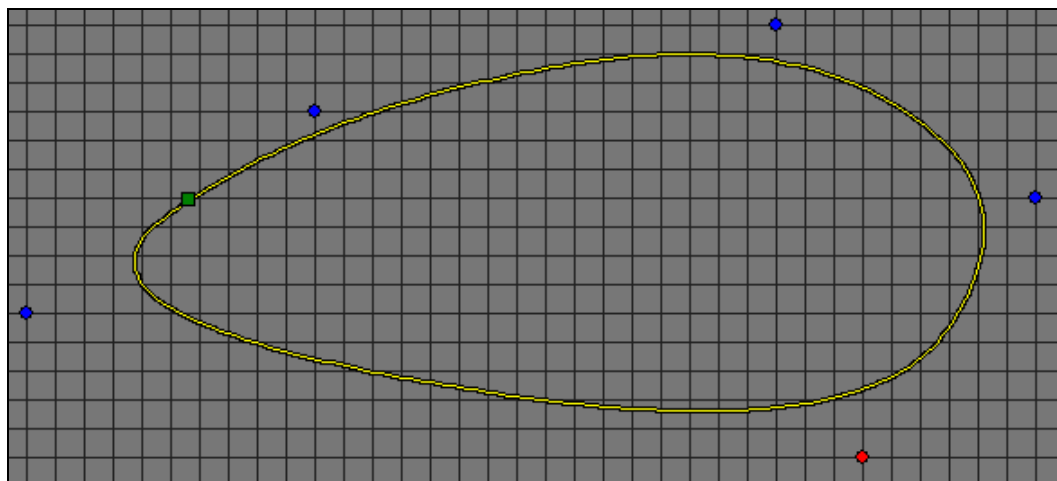
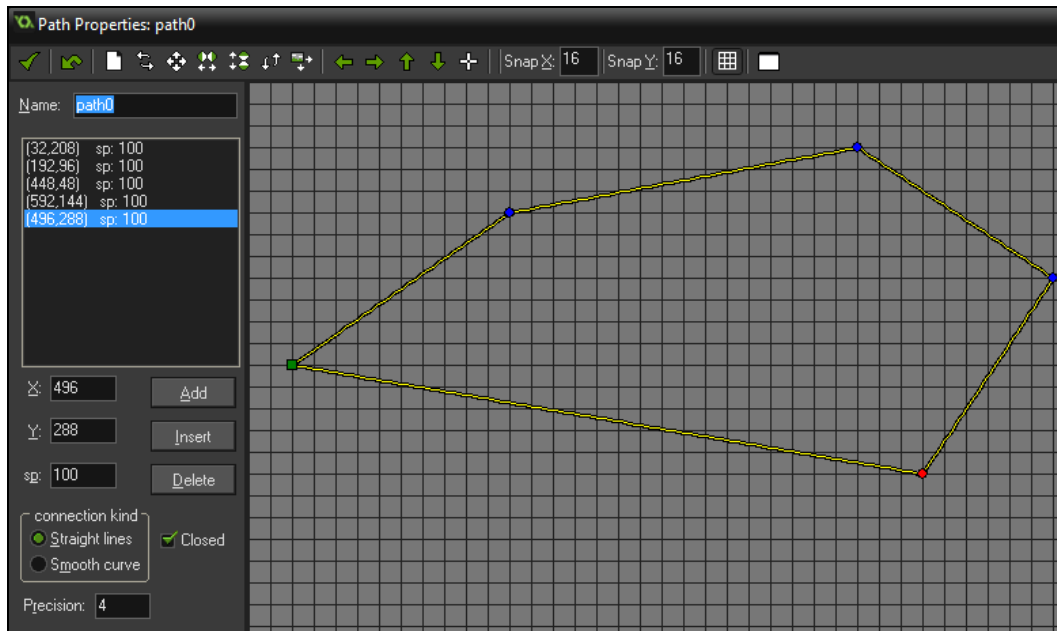
- Create Time Line
- Add Existing Time Line
- Duplicate Alt+Ins
- Create Group Shift+Ins
- Sort by Name
- Delete Shift+Del
- Rename F2
- Properties... Alt+Enter
- Open in Explorer

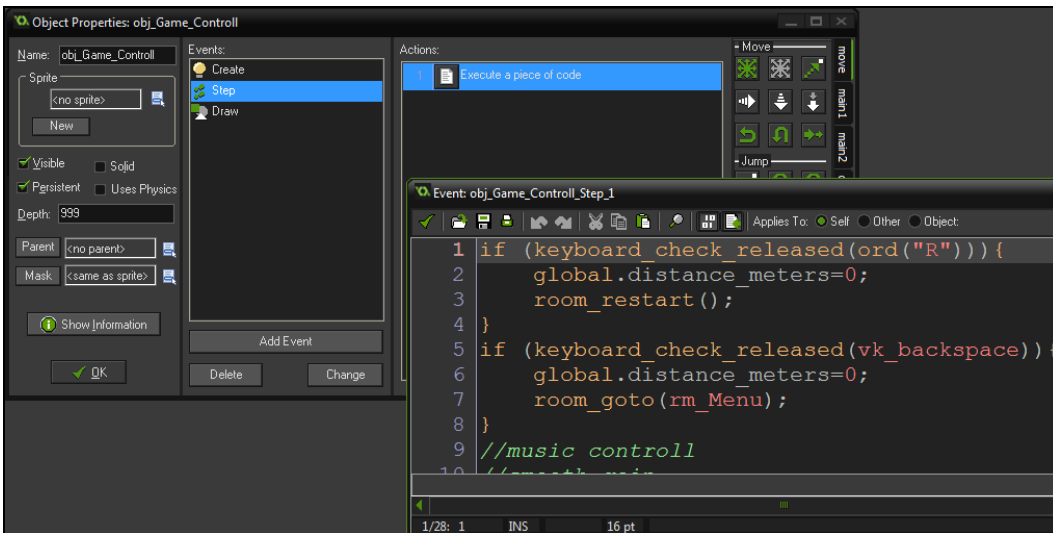
Chapter 3





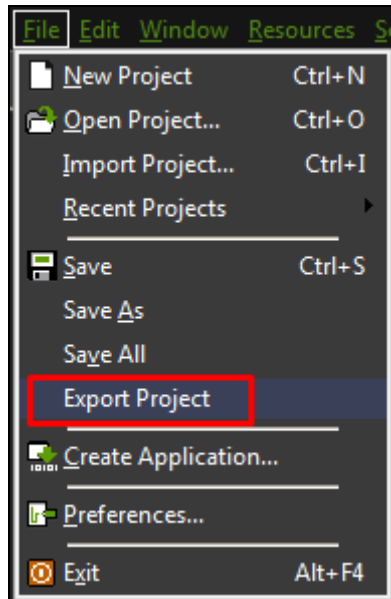
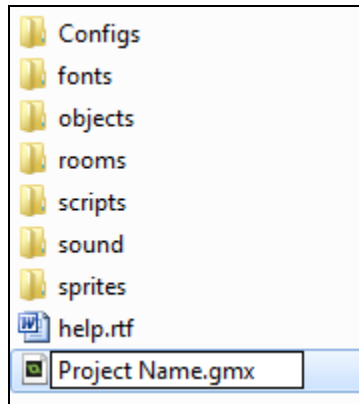
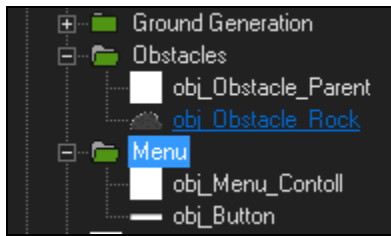






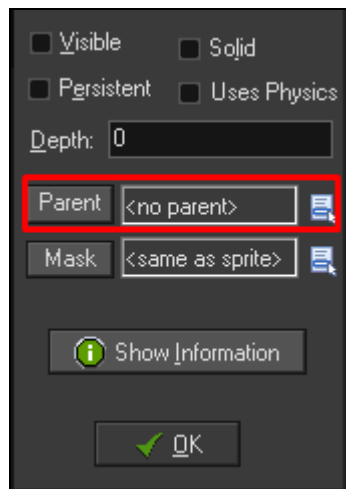
```
if gun_type=HANDGUN{
    //do something
}
if gun_type=MACHINEGUN{
    //do something
}
```

```
if gun_type=0{
    //do something
}
if gun_type=1{
    //do something
}
```



Chapter 4

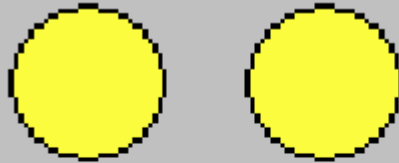
```
event_perform(ev_create,0);
```



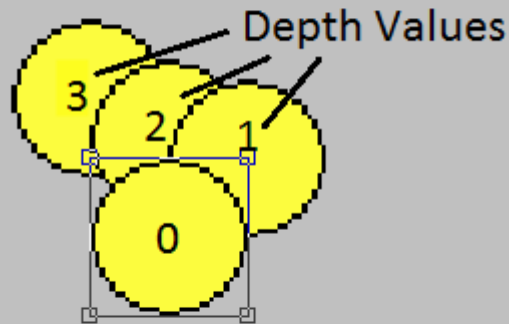
Visible Solid
 Persistent Uses Physics
Depth: 0
Parent: <no parent>
Mask: <same as sprite>
Show Information
OK



Events: obj_Message_Box
Actions: 1 Execute a piece of code



Seperate Objects



Objects ordered by depth.
Higher depth goes under
lower depth.

Visible Solid
 Persistent Uses Physics

Depth: 0

Parent: <no parent>

Mask: <same as sprite>

Show Information

OK

Project Name Drag and Drop-Movement

Use Source Control

Create



Sprite Properties: spr_player

Name:

Width: 32 Height: 32
Number of subimages: 0

Origin

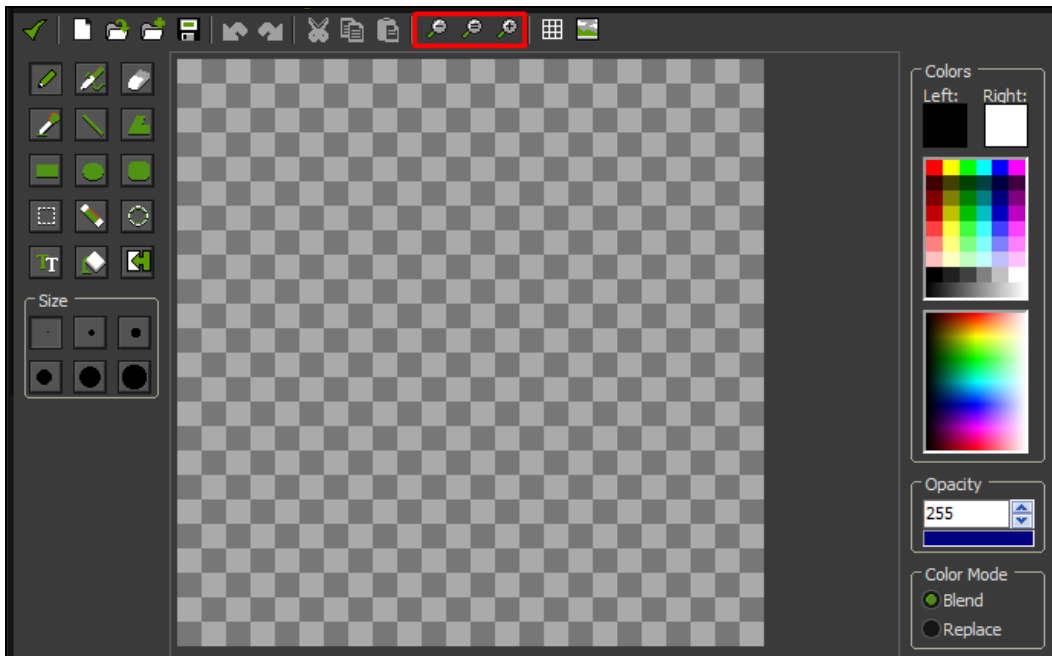
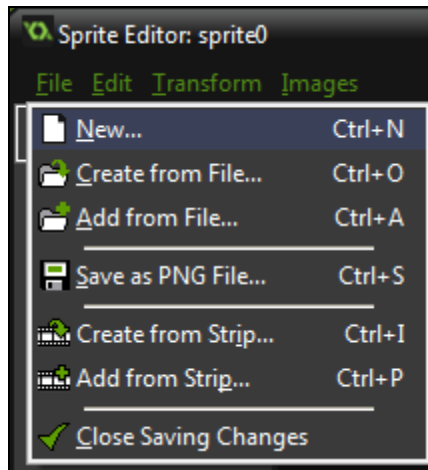
Collision Checking

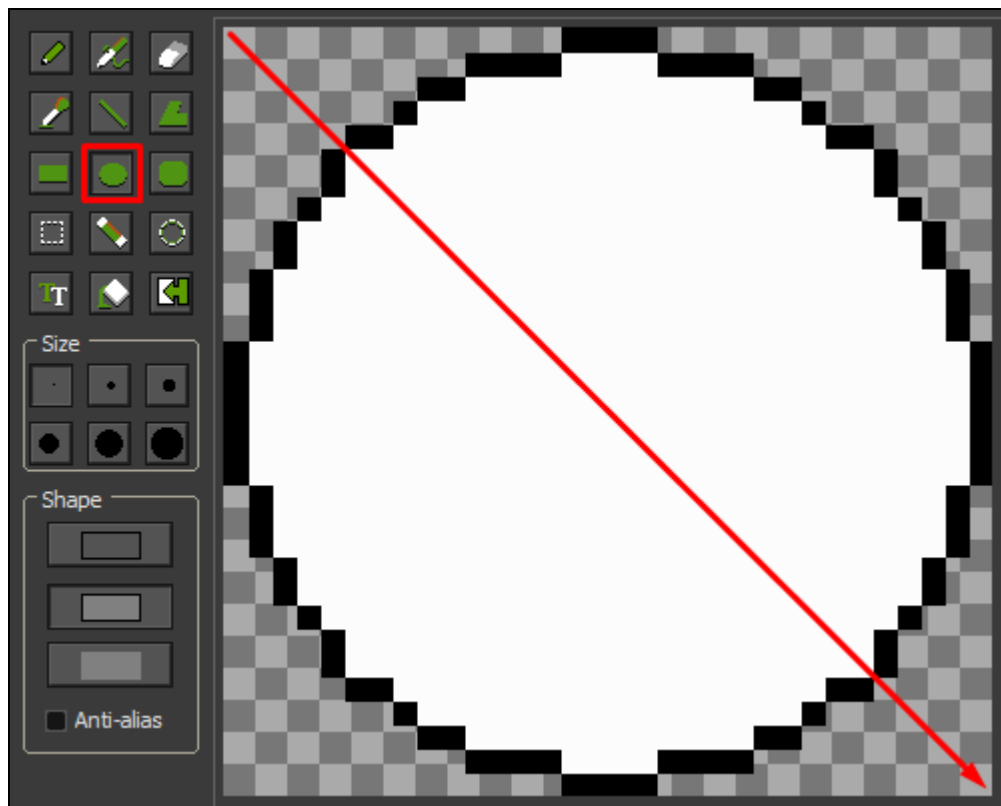
Precise collision checking
 Separate collision masks

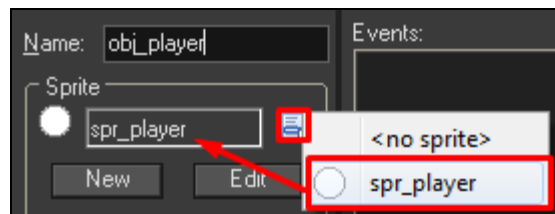
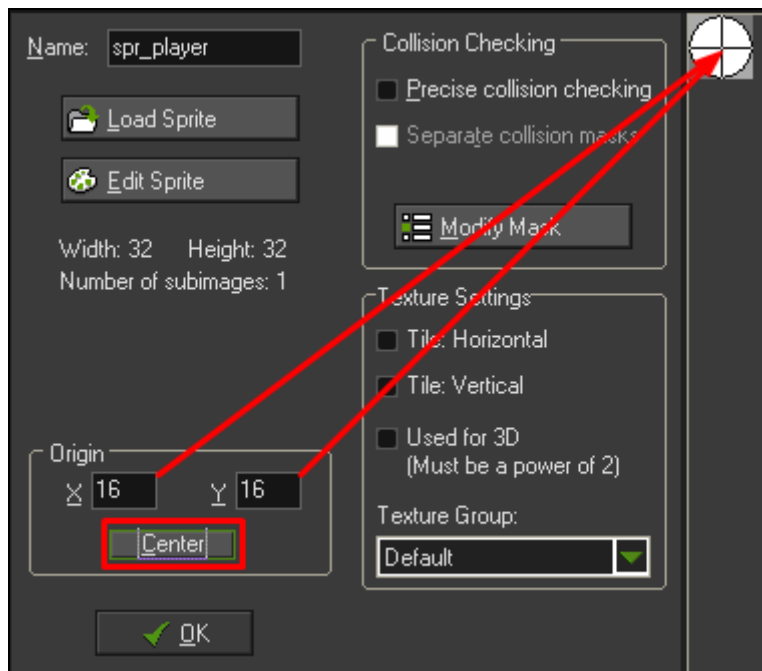
Texture Settings

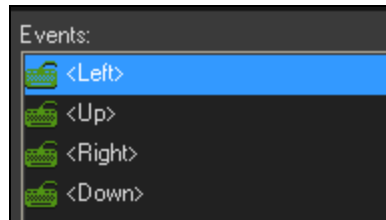
Tile: Horizontal
 Tile: Vertical
 Used for 3D
(Must be a power of 2)

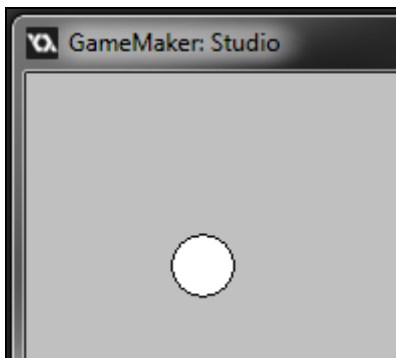
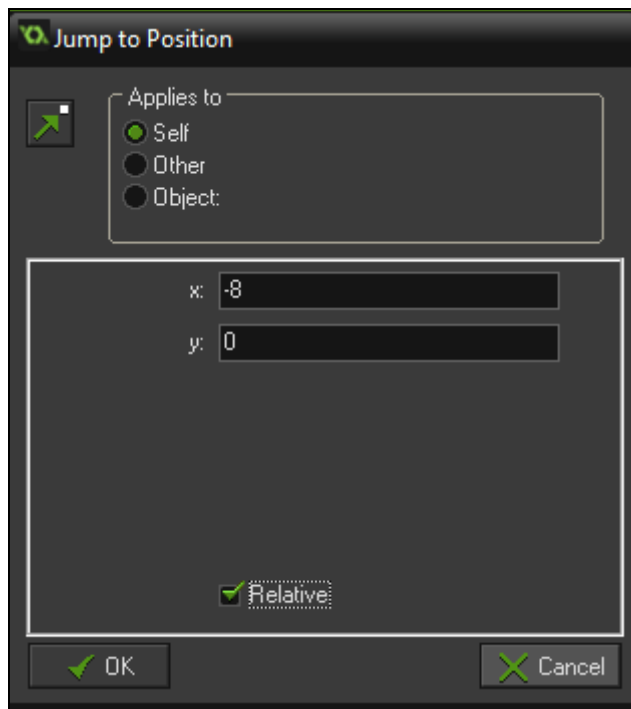
Texture Group:









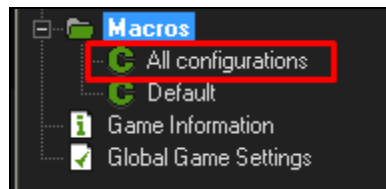
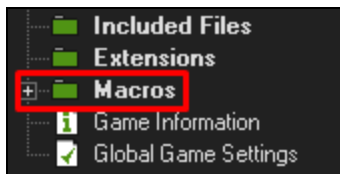


Chapter 5

```
1 spd=10;  
2 text="Hi.";
```

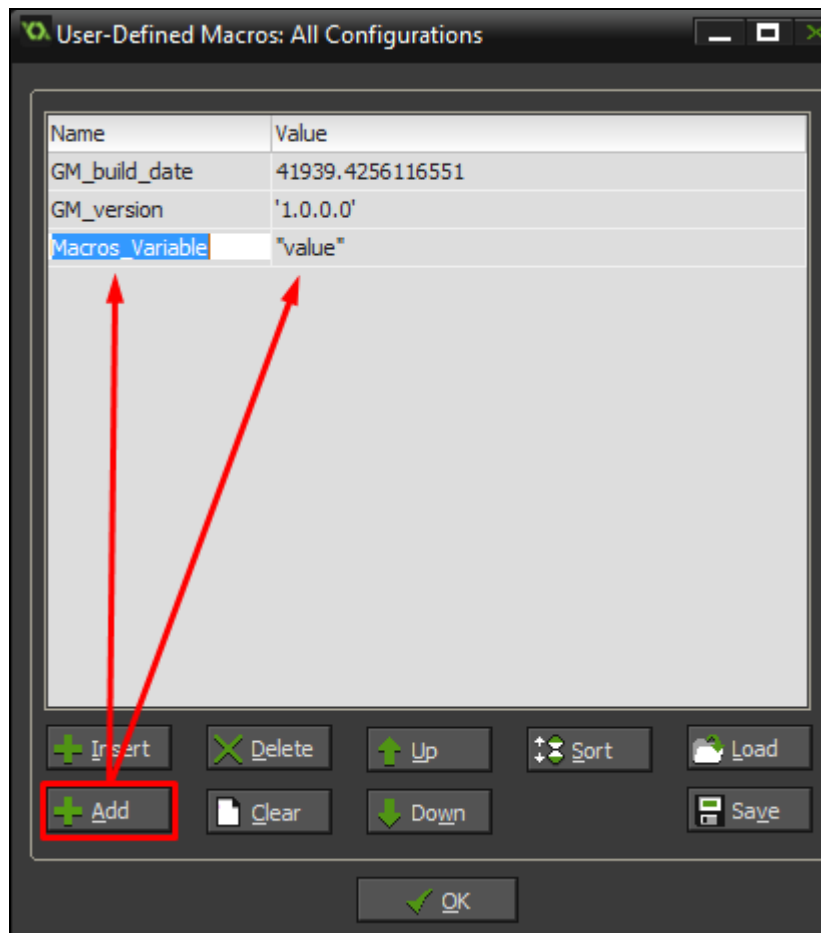
```
1 var spd=10;  
2 var text="Hi.";
```

```
1 global.spd=10;  
2 global.text="Hi.";
```



User-Defined Macros: All Configurations

Name	Value
GM_build_date	41939.4256116551
GM_version	'1.0.0.0'



```
//ini variables
ini_open(INI);
global.sound=ini_read_real("data","sound",1);
global.music=ini_read_real("data","music",1);
global.difficulty=ini_read_real("data","difficulty",0)
```

```
1| array[0]=100;|
```

```
1| array[0,0]=100;|
```

```
Event: obj_Game_Controll_Create_1
✓ 📄 📄 📄 ↶ ↷ ✂ 📄 🔍 📄 📄 Applies To: ●
1 draw_text();
2
3
4
5
6
ERROR at line 1 pos 11: Wrong number of arguments to function or script.
1/35: 11 INS Modified 16 pt draw_text(x,y,string)
```

```
1 if (1>2)
```

```
1 if (1>2){
2
3 }
```

```
1 if (1>2){
2
3 }
4 else{
5
6 }
```

```
1 if (1>2){
2
3 }
4 else if (4>2){
5
6 }
```



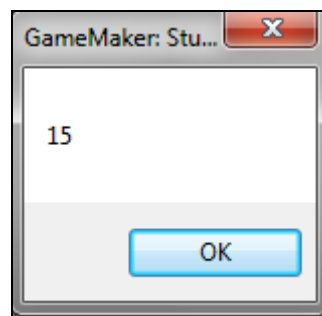
```
1 var xx=0;
2 repeat (10){
3     instance_create(xx,y,obj);
4     xx+=32;
5 }
```

```
1 while (x<100){
2     x+=1;
3 }
```

```
1 for (i=0; i<10; i++){
2     array[i]=5;
3 }
```



```
Script Properties: scr_Add
Name: scr_Add
1 var n1=5;
2 var n2=10;
3 var answer=n1+n2;
4 show_message(answer);
```

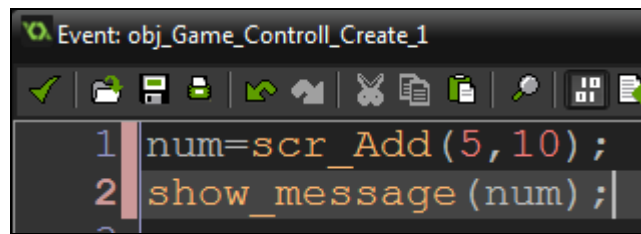


```
Script: scr_Add
1 //scr_Add(n1,1)
2 var n1=argument0;
3 var n2=argument1;
4 var answer=n1+n2;
5 show_message(answer);
```

```
Event: obj_Game_Control_1
1 scr_Add(5,10);
```

```
Script: script70
scr_Add x
1 ///scr_Add(n1,n2)
2 var n1=argument0;
3 var n2=argument1;
4 var answer=n1+n2;
5 show_message(answer);
```

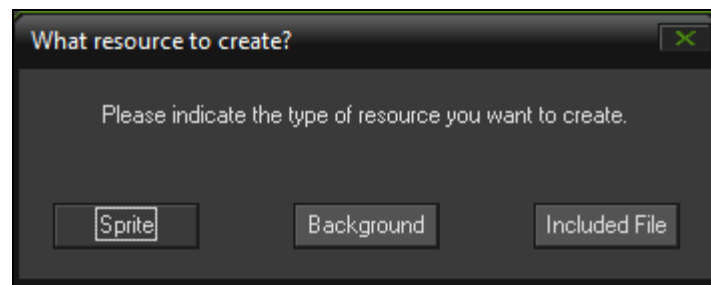
```
Script: scr_Add
1 //scr_Add(n1,1)
2 var n1=argument0;
3 var n2=argument1;
4 var answer=n1+n2;
5 return answer;
```

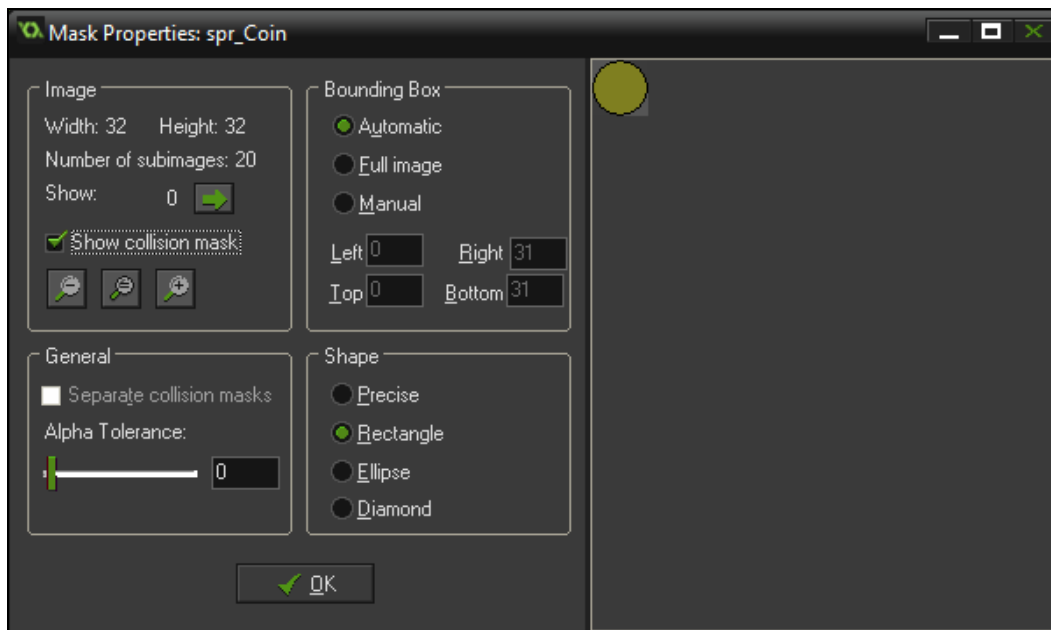
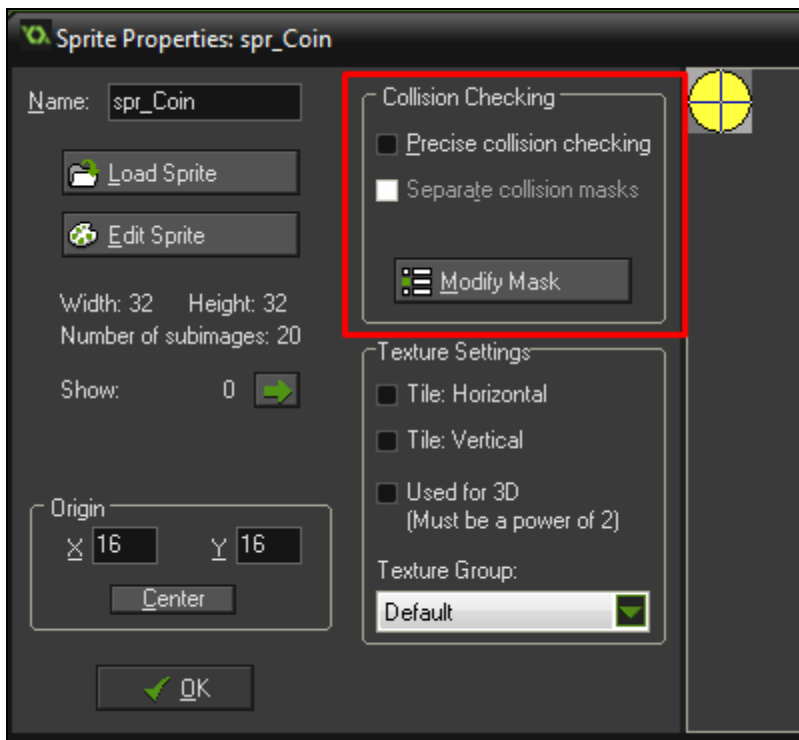


Event: obj_Game_Controller_Create_1


```
1 num=scr_Add(5,10);  
2 show_message(num);
```

Chapter 6








Image

Width: 32 Height: 32
Number of subimages: 20
Show: 0 


Show collision mask

General

Separate collision masks

Alpha Tolerance:

 0

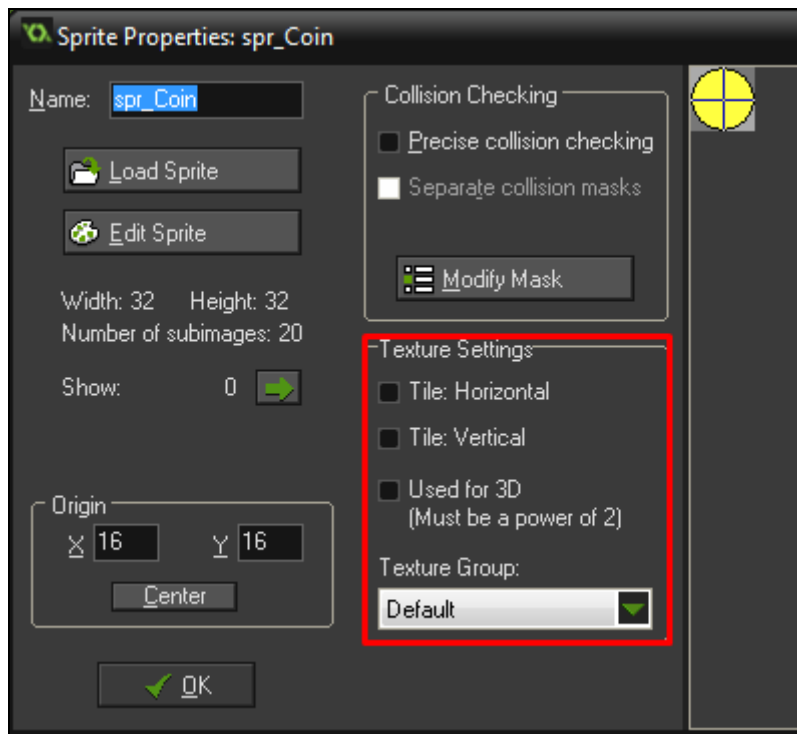
Bounding Box

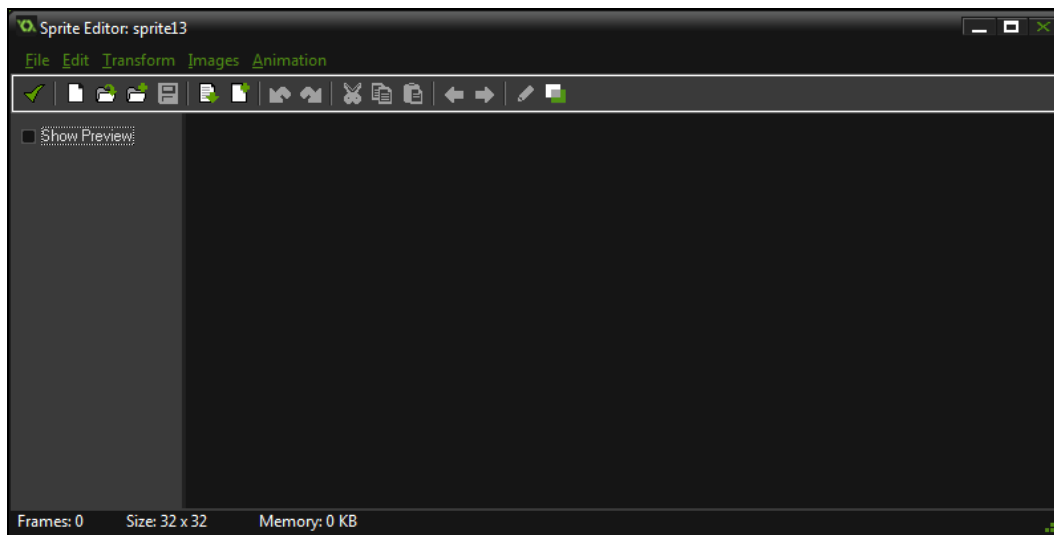
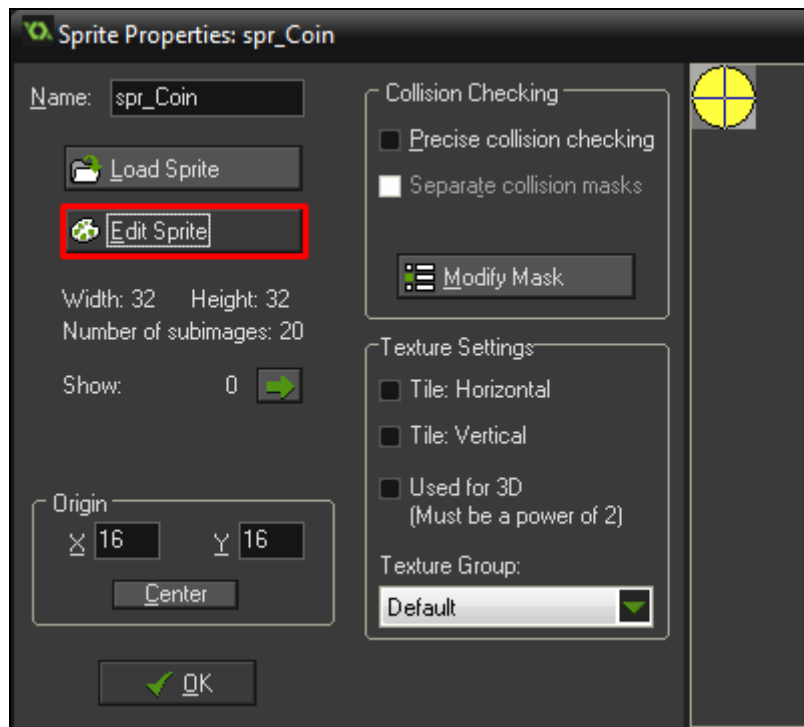
Automatic
 Full image
 Manual

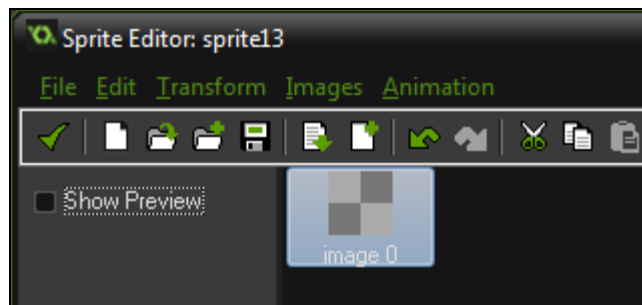
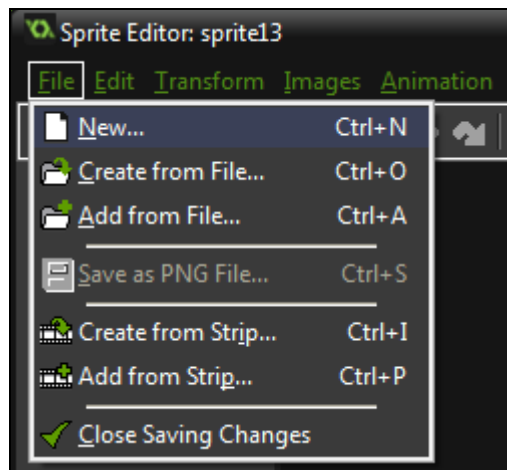
Left 0 Right 31
Top 0 Bottom 31

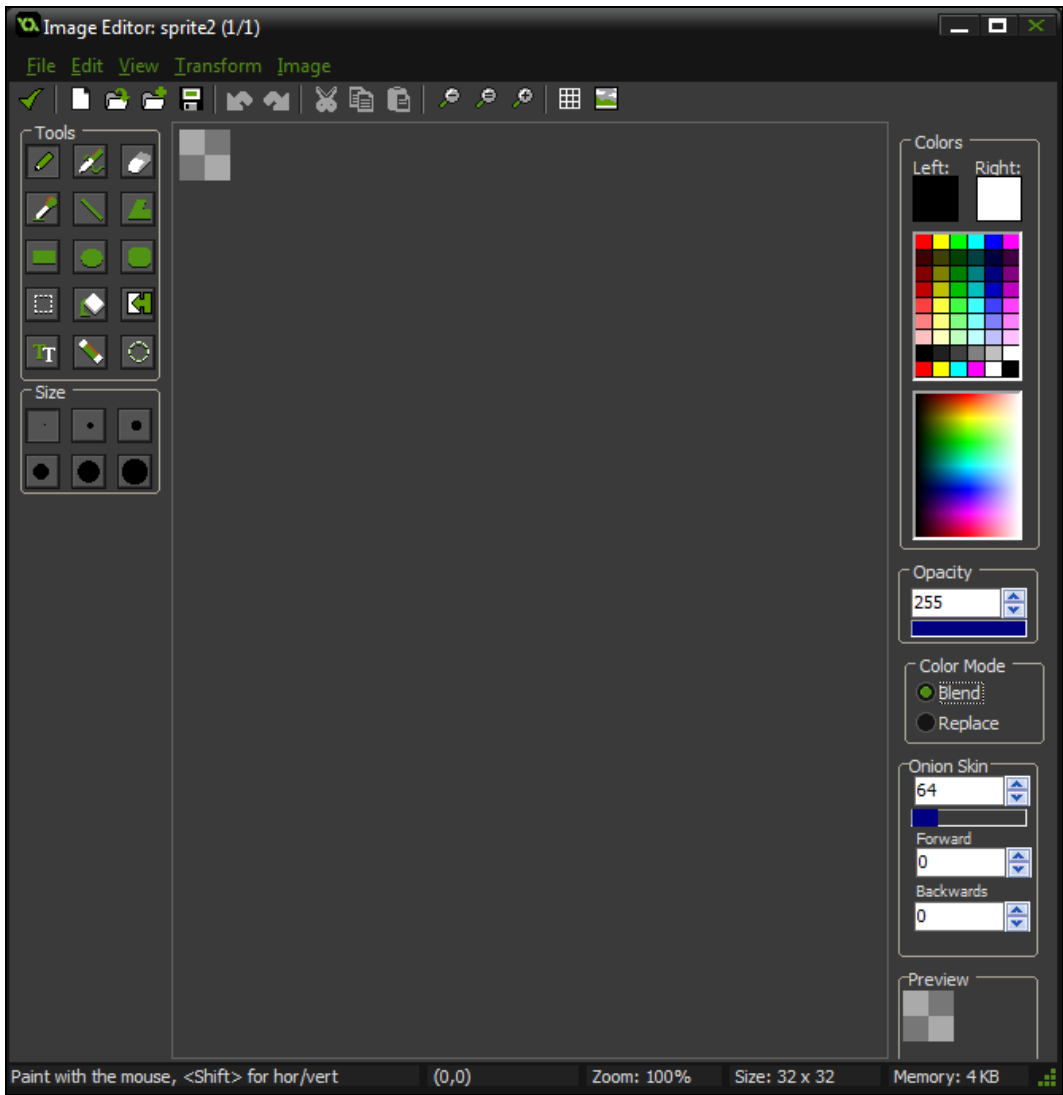
Shape

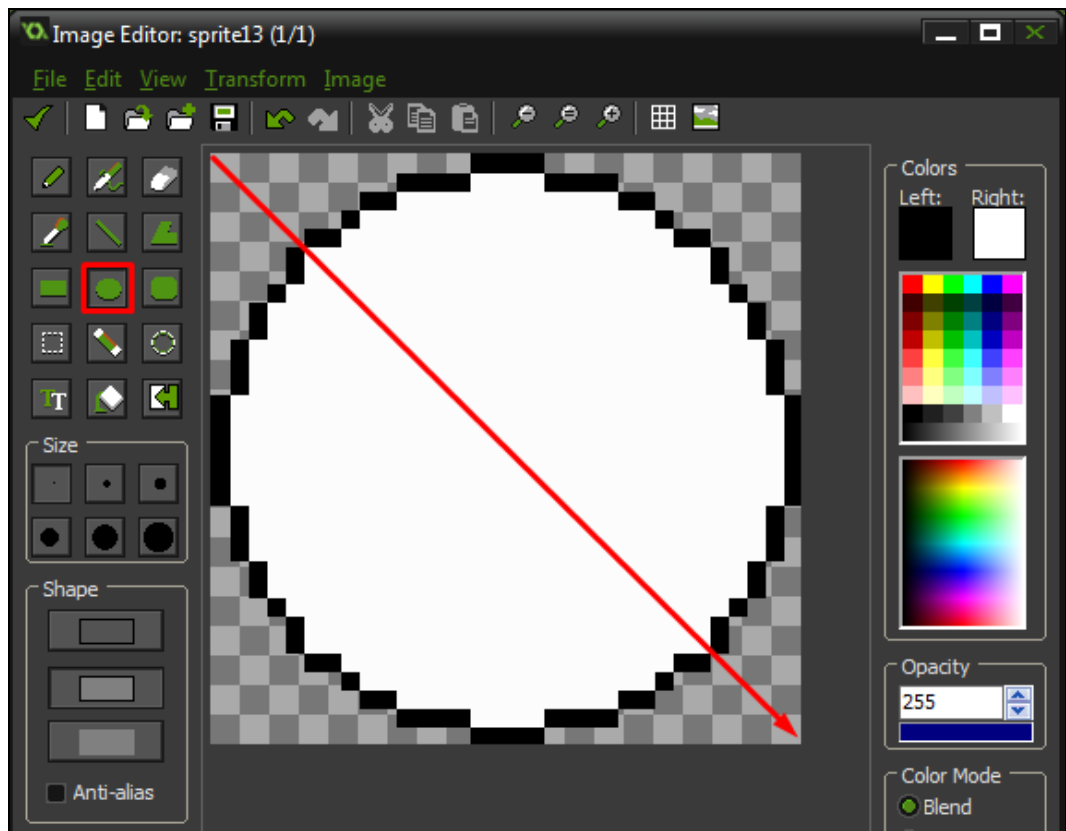
Precise
 Rectangle
 Ellipse
 Diamond

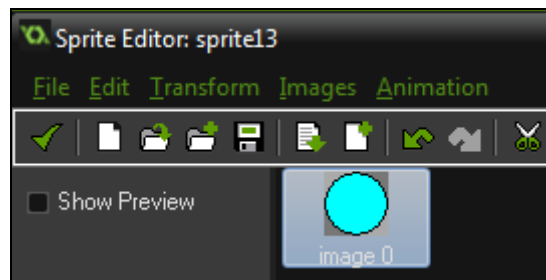
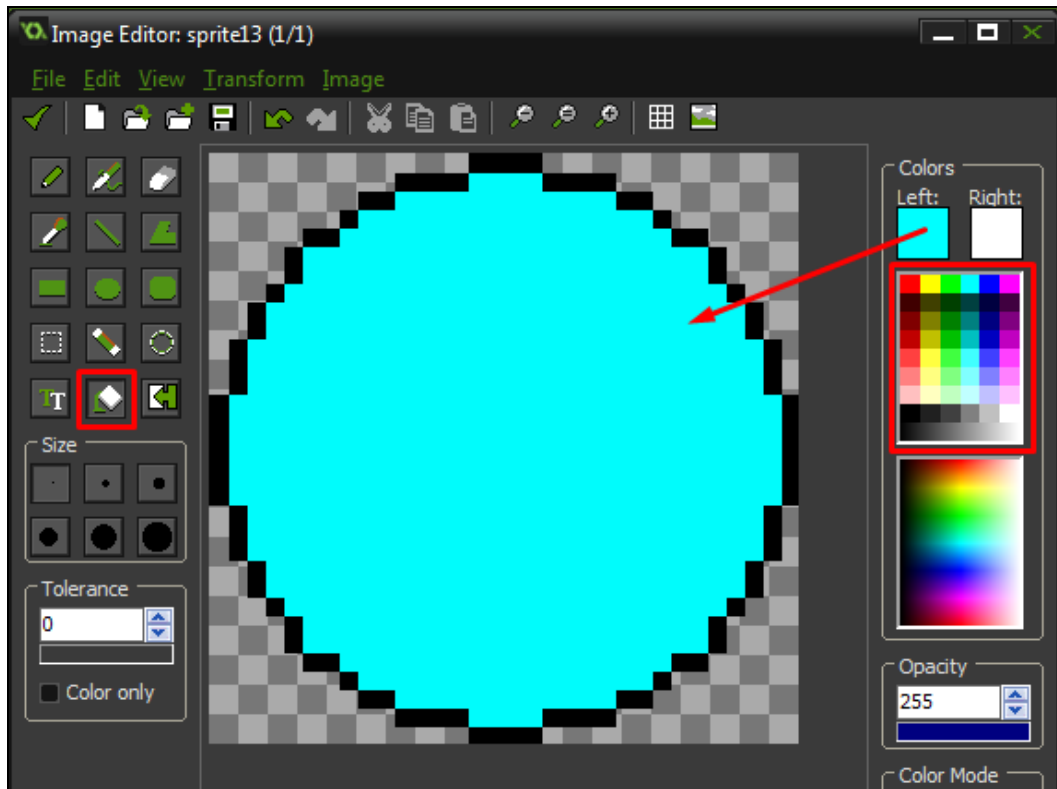


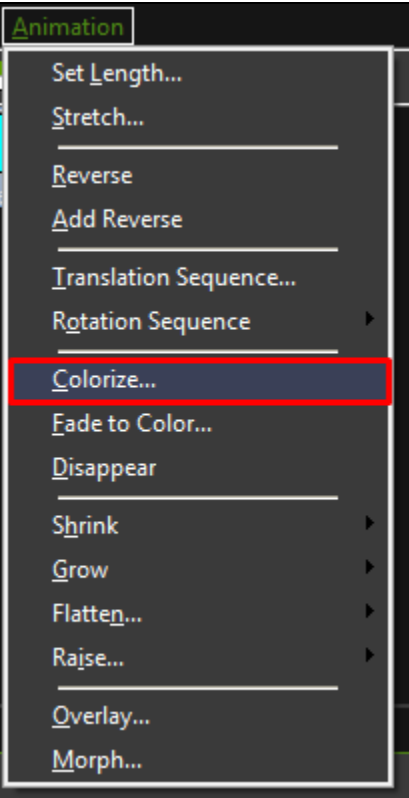


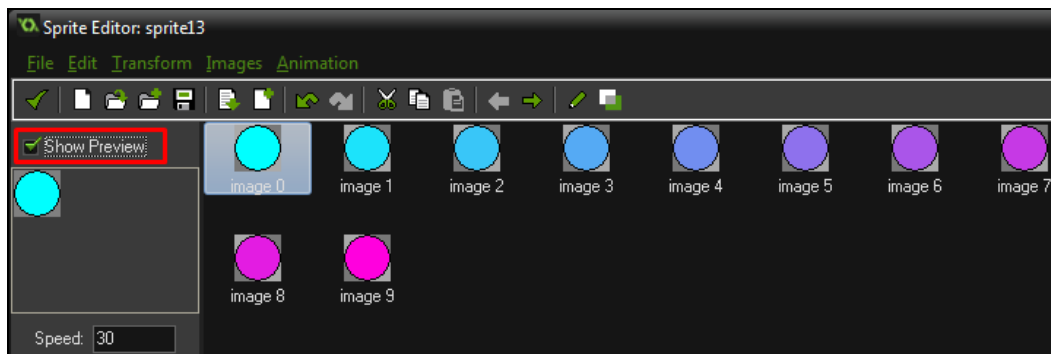
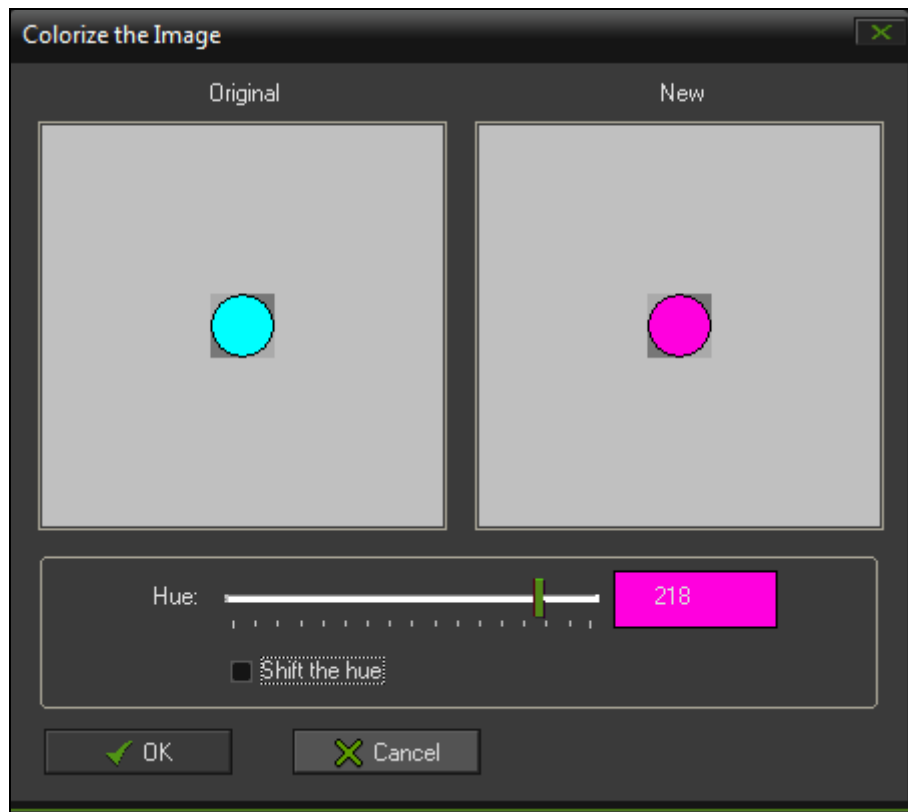


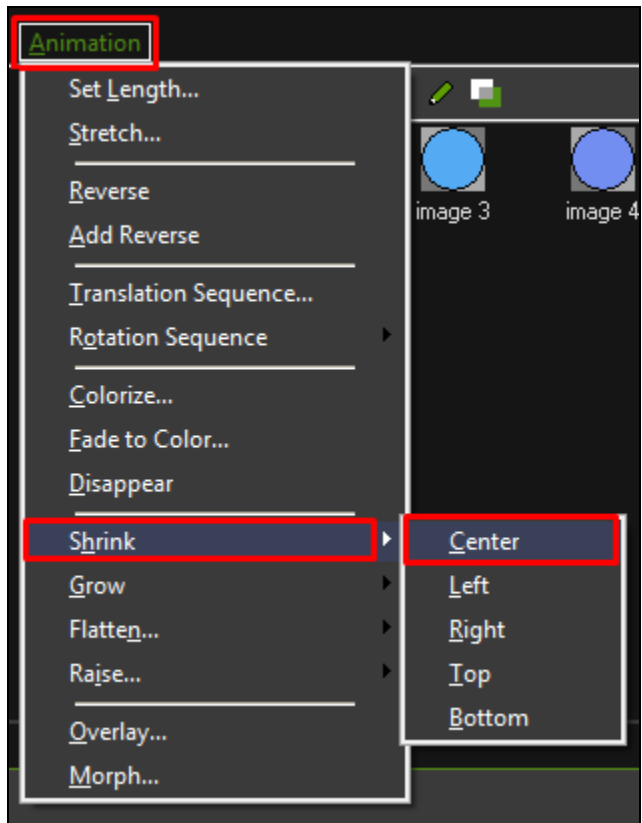


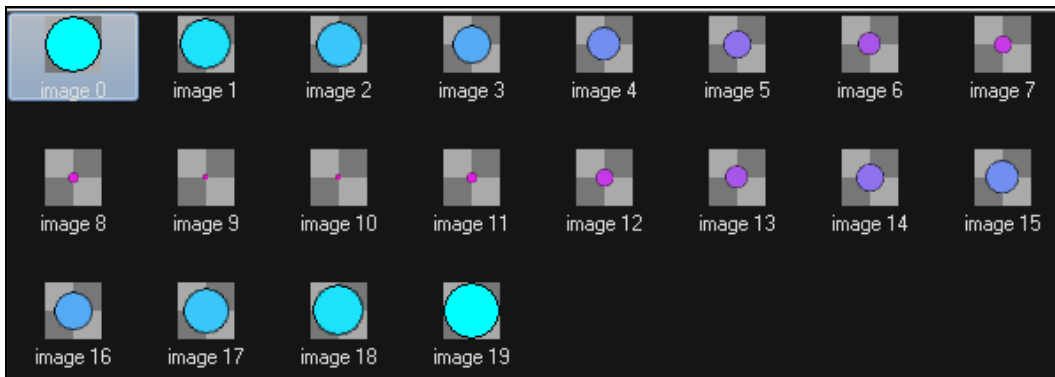




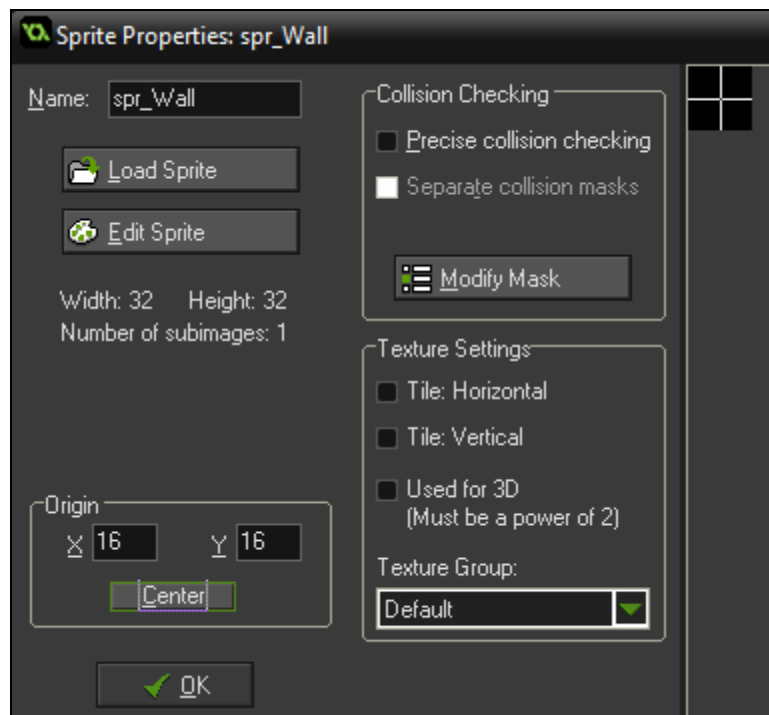


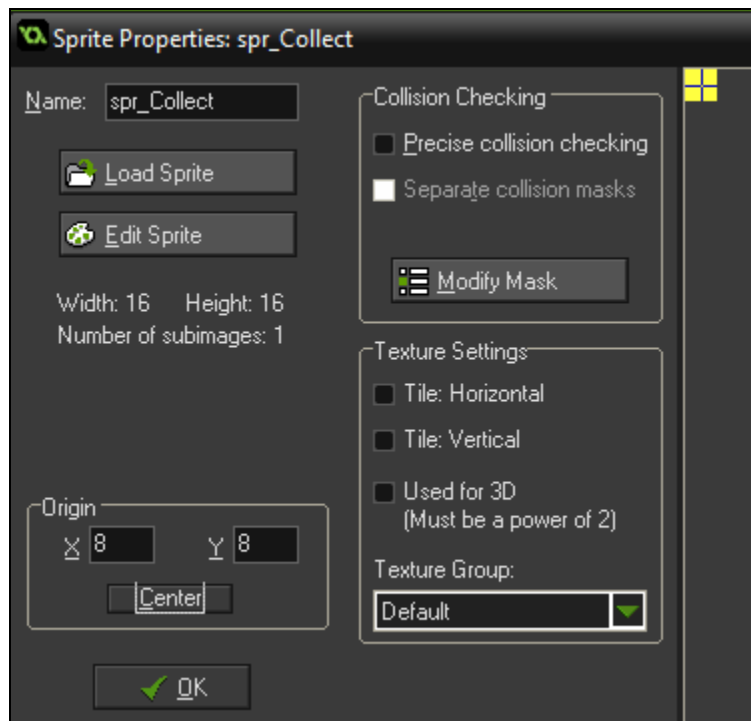


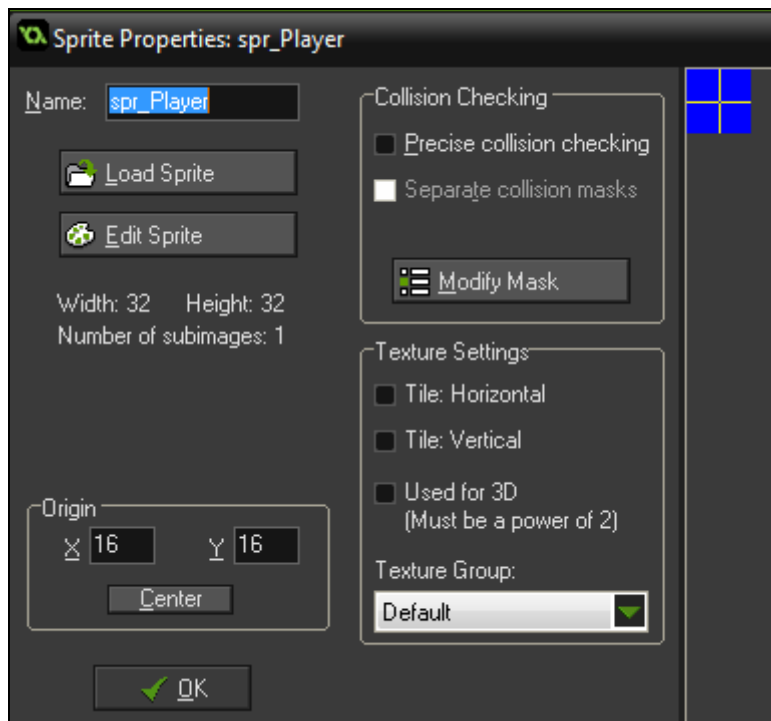


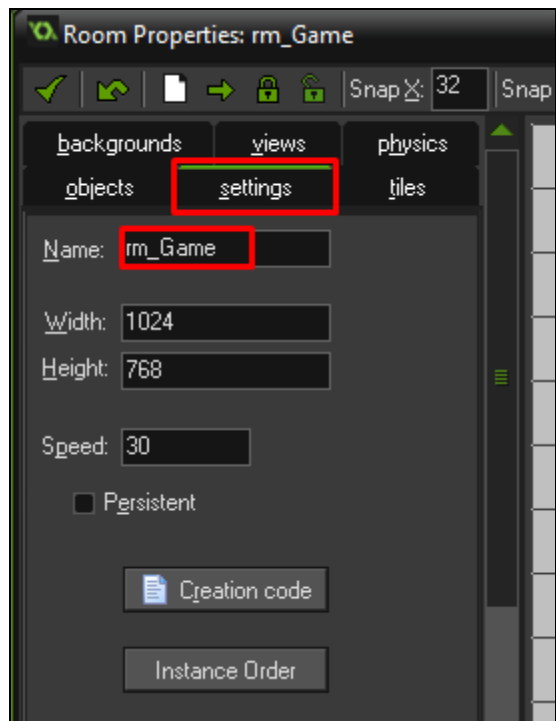


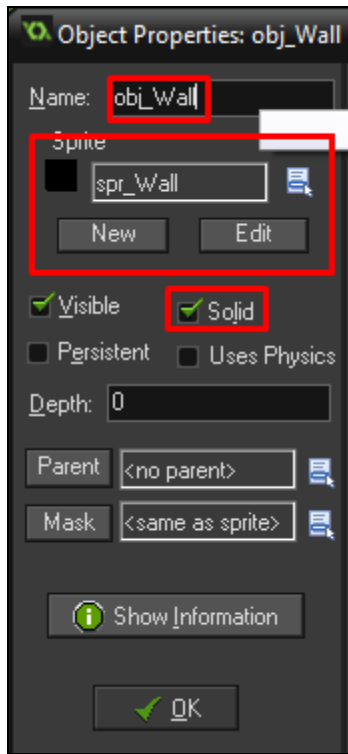
Chapter 7

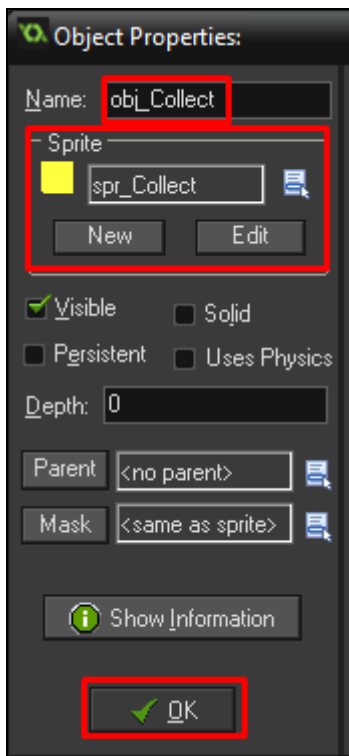


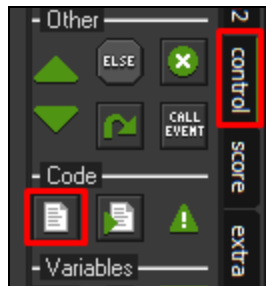
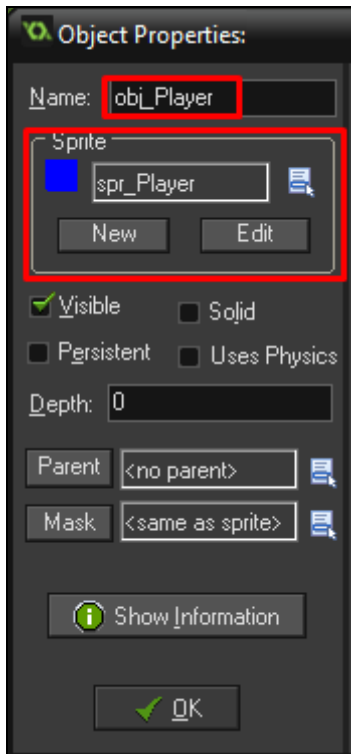


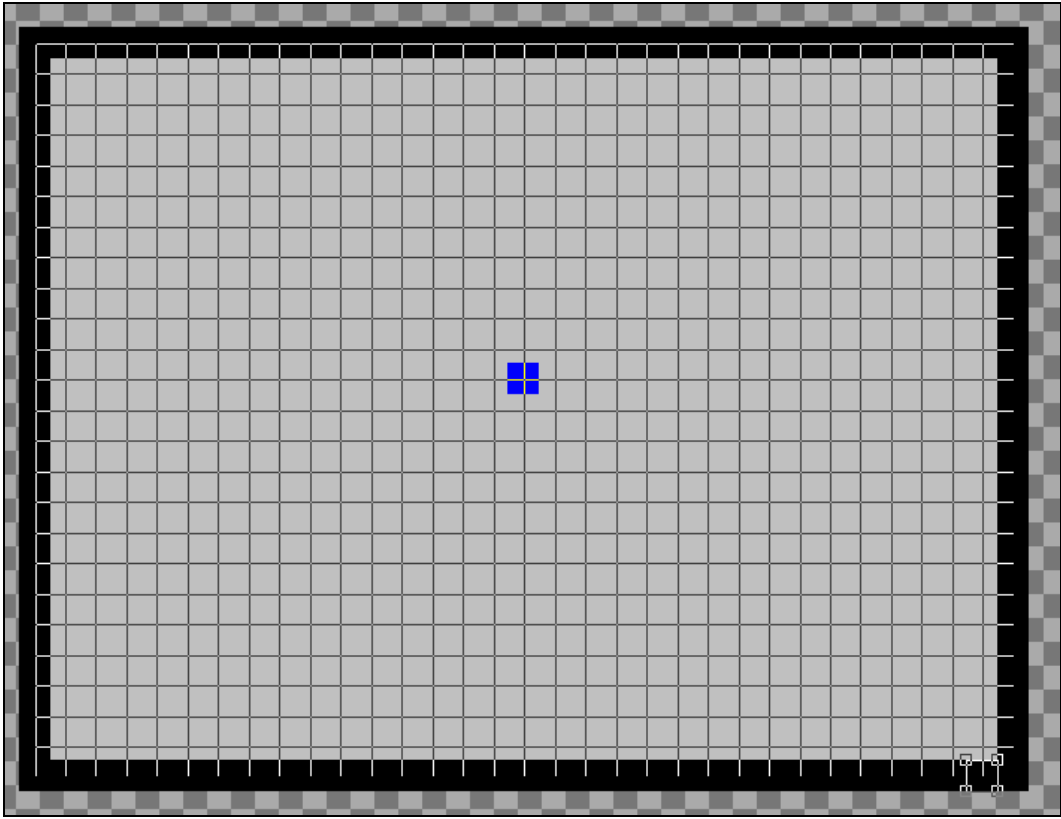


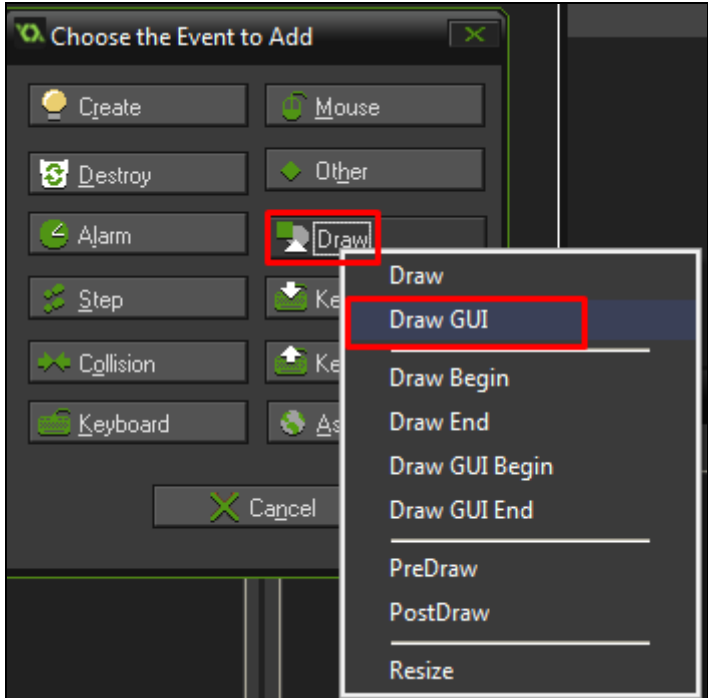


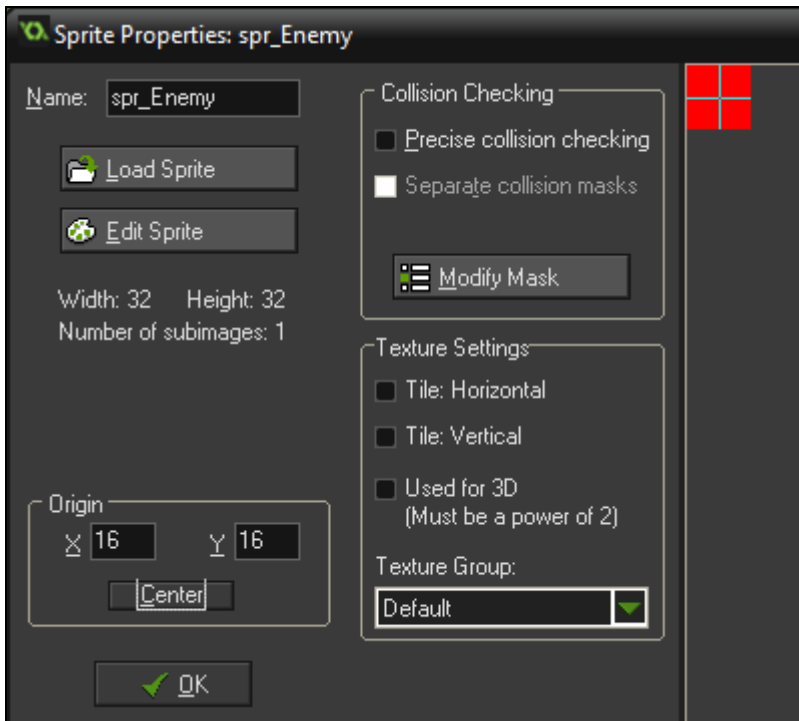


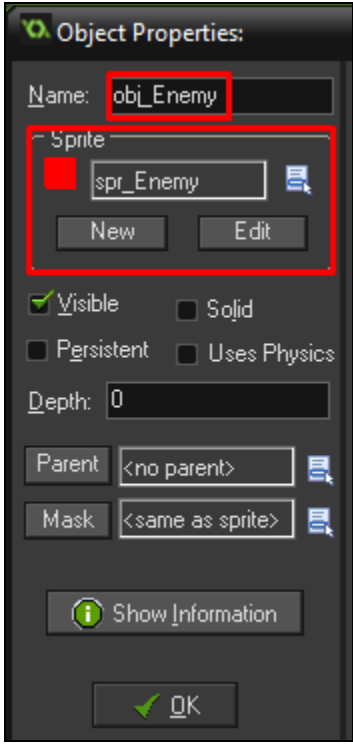


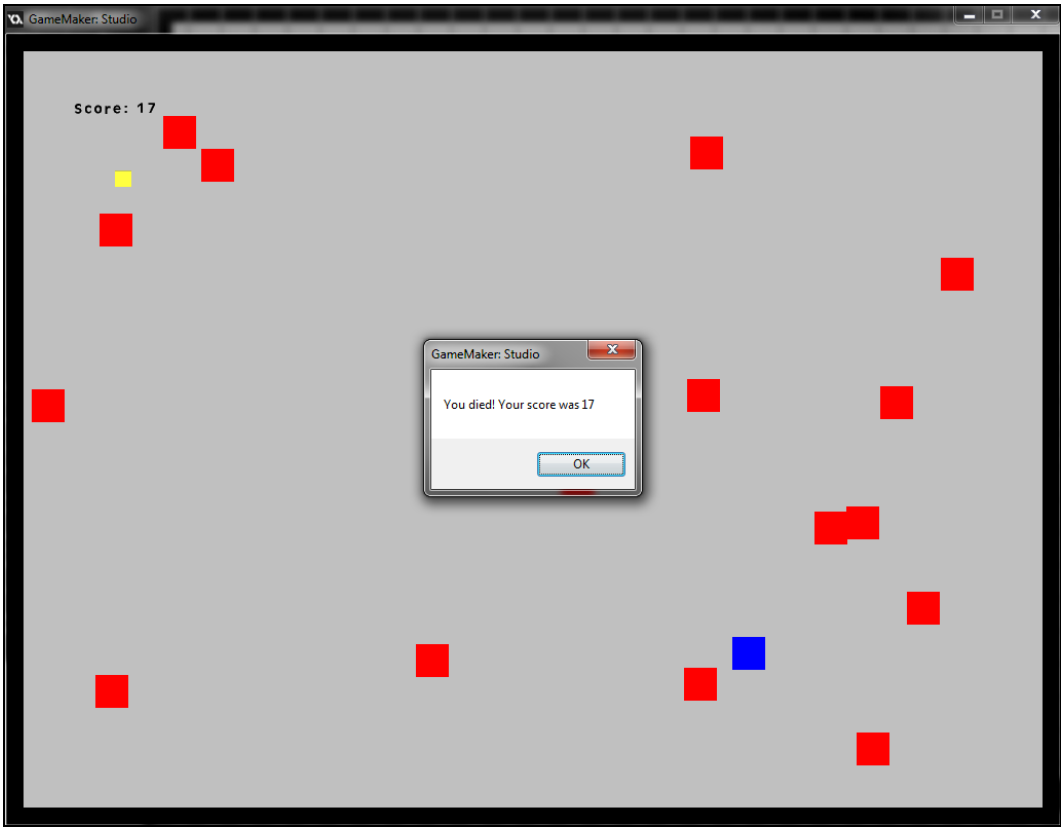




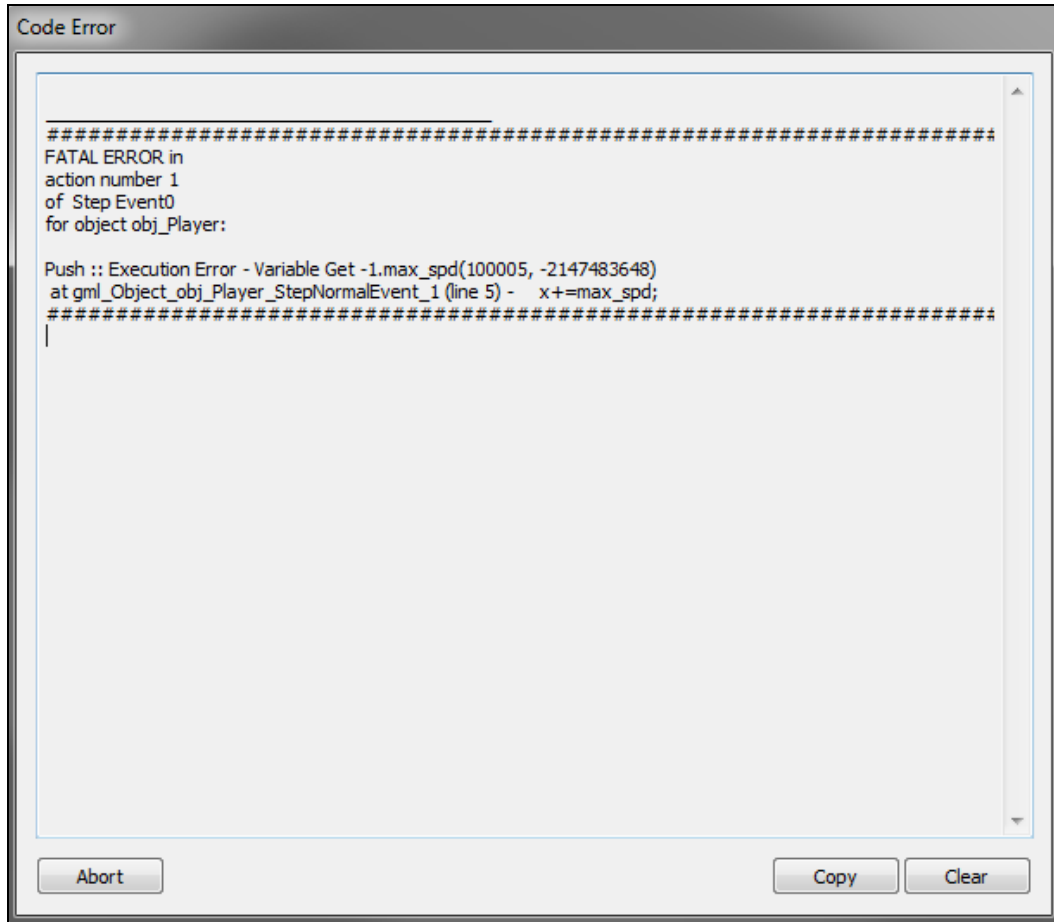






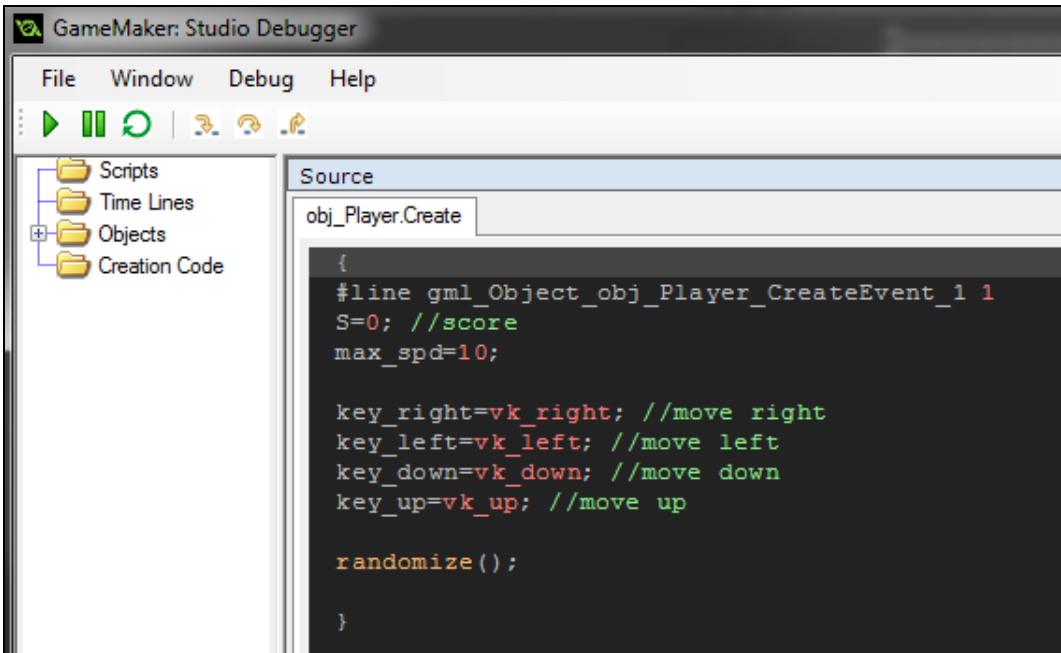
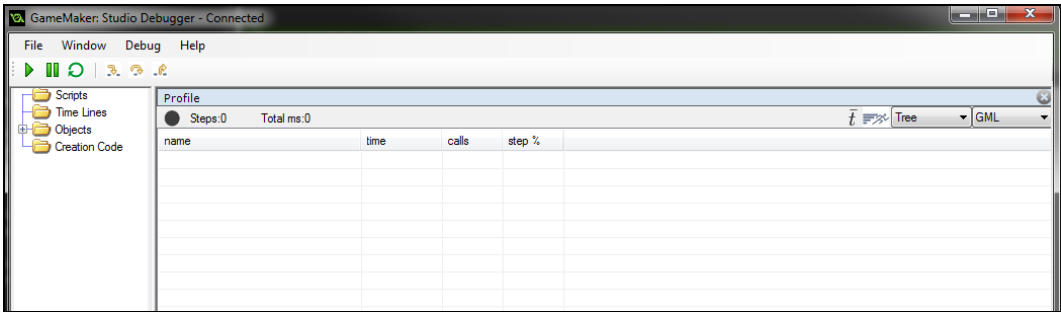


Chapter 8

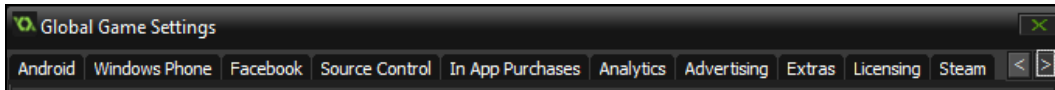
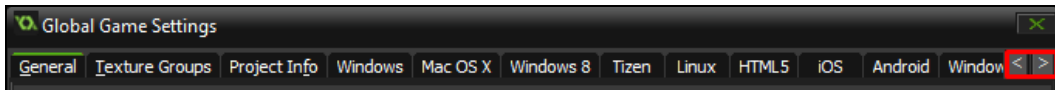
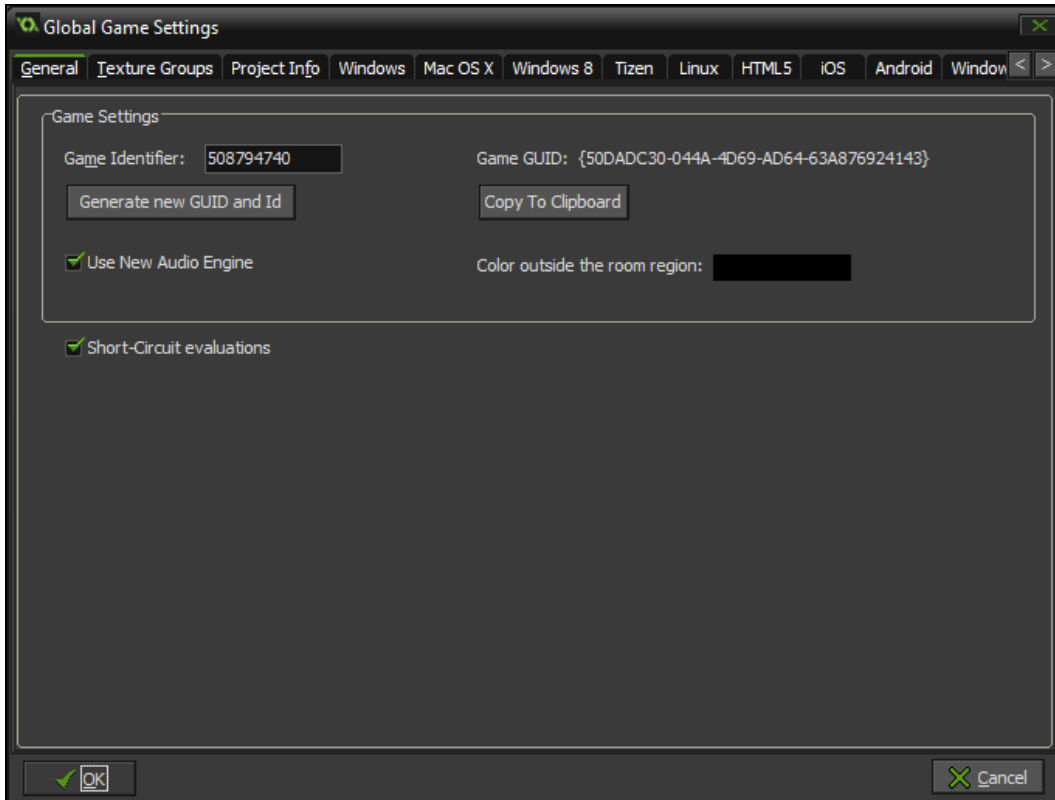
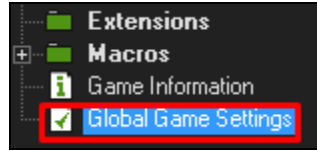


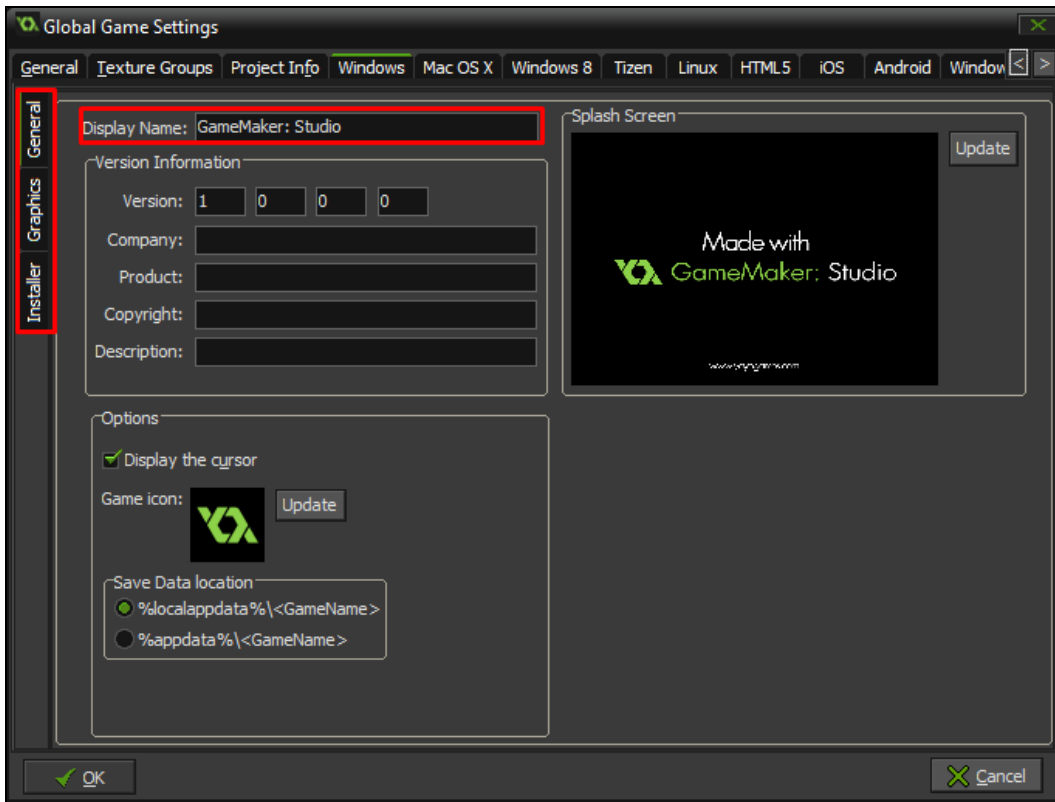
```
#####  
FATAL ERROR in  
action number 1  
of Step Event0  
for object obj_Player:  
  
Push :: Execution Error - Variable Get -1.max_spd(100005, -2147483648)  
at gml_Object_obj_Player_StepNormalEvent_1 (line 5) - x+=max_spd;  
#####
```



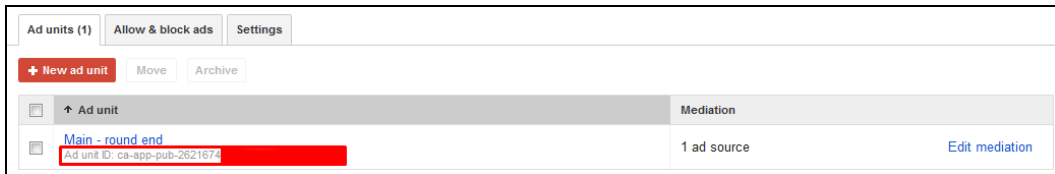


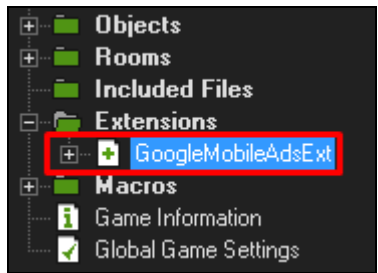
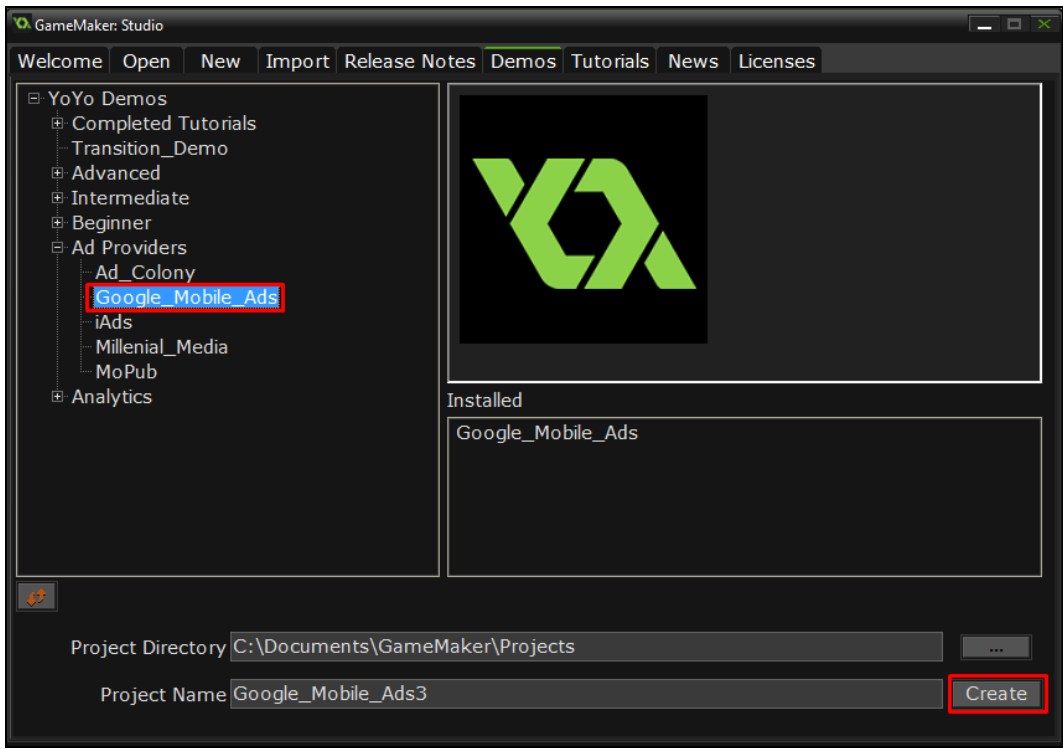
Chapter 9



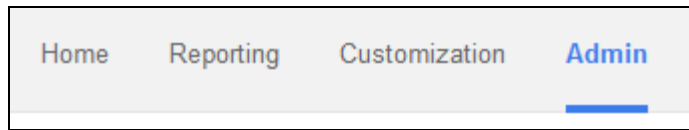


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PROPERTY

All apps

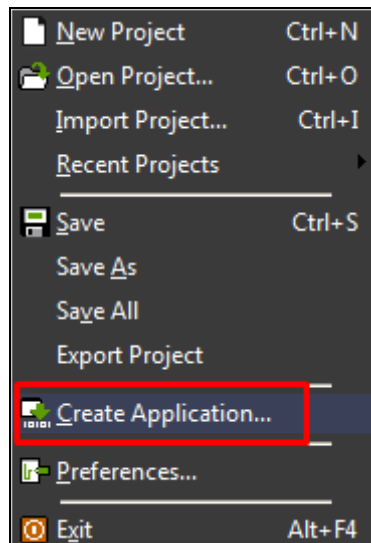
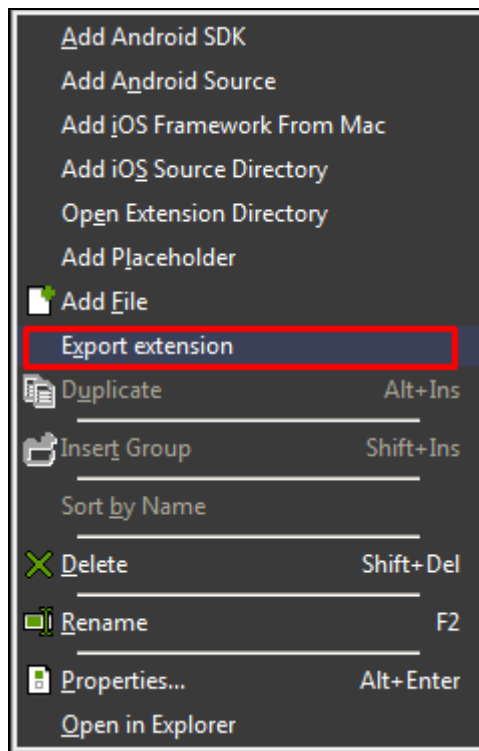
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All apps	██████████
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Create new property Using 6 out of 50

AdSense Linking

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 - Transition_Demo
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- Windows8 (Native)
- Windows Phone 8
- Ubuntu (Linux)
- Tizen (Javascript)
- Tizen (Native)
- Windows (YYC)
- Android (YYC)
- iOS (YYC)
- GameMaker: Player

