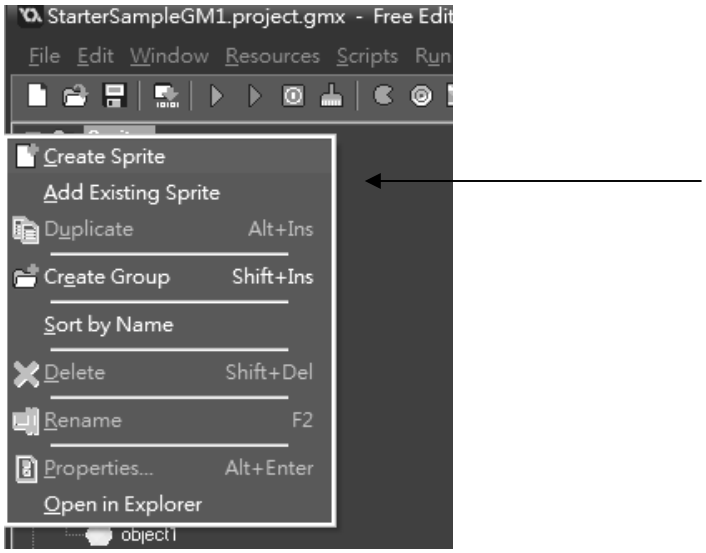
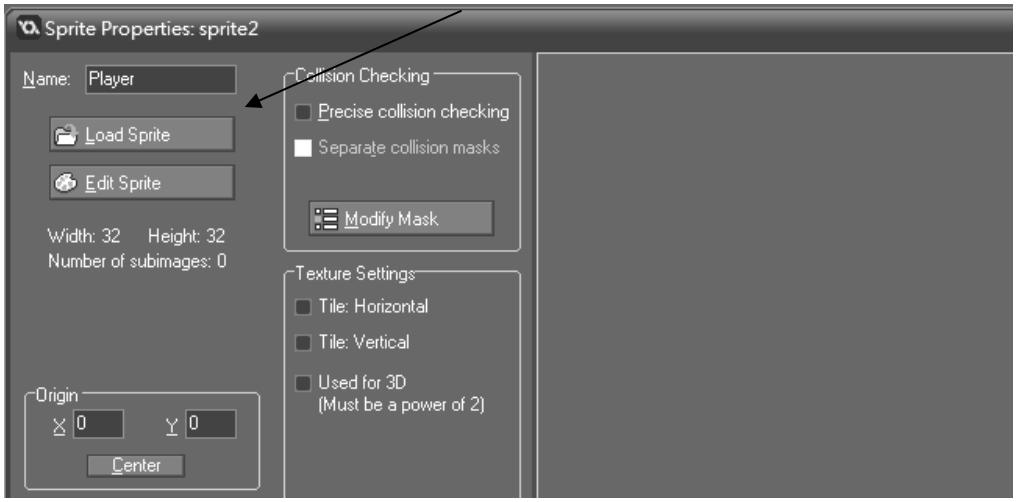
Table of Contents – 2015 Edition FREE SAMPLE

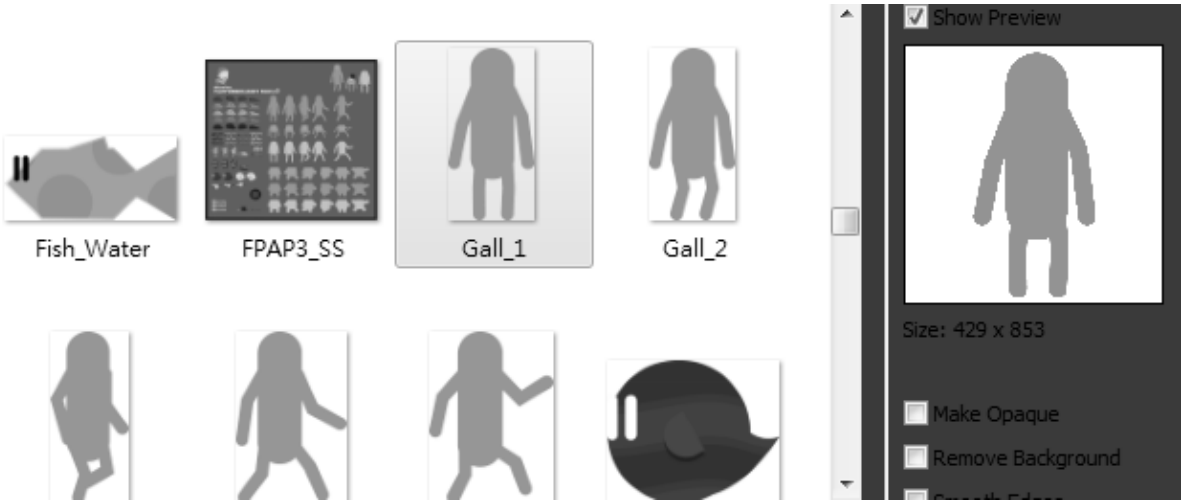
Lesson 1 con't - creating new objects

To define a regular non-background object in GM Studio, you first create a sprite. You right click on Sprites and choose Create Sprite.

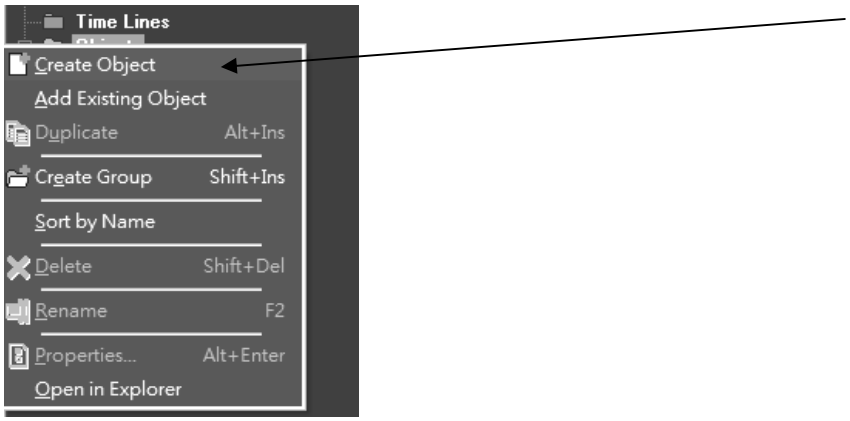


Give it a good name and then click Load sprite to import an existing graphic.

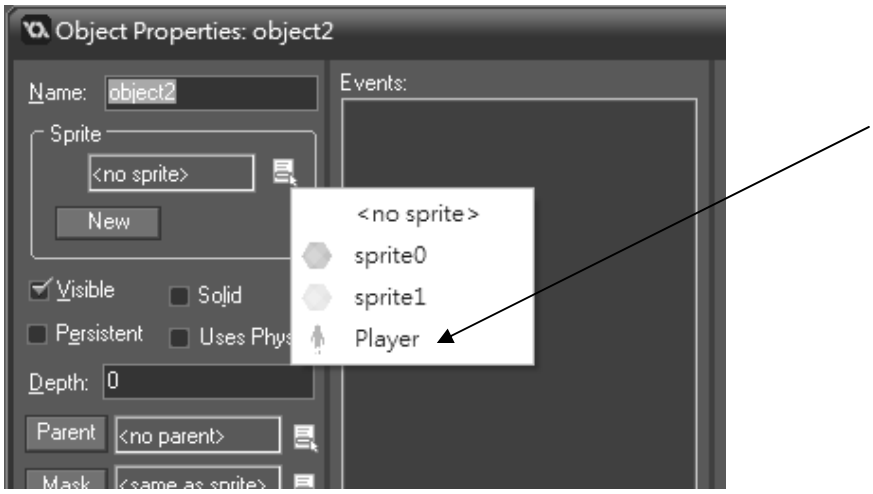




Now you right click on Objects and choose Create Object.

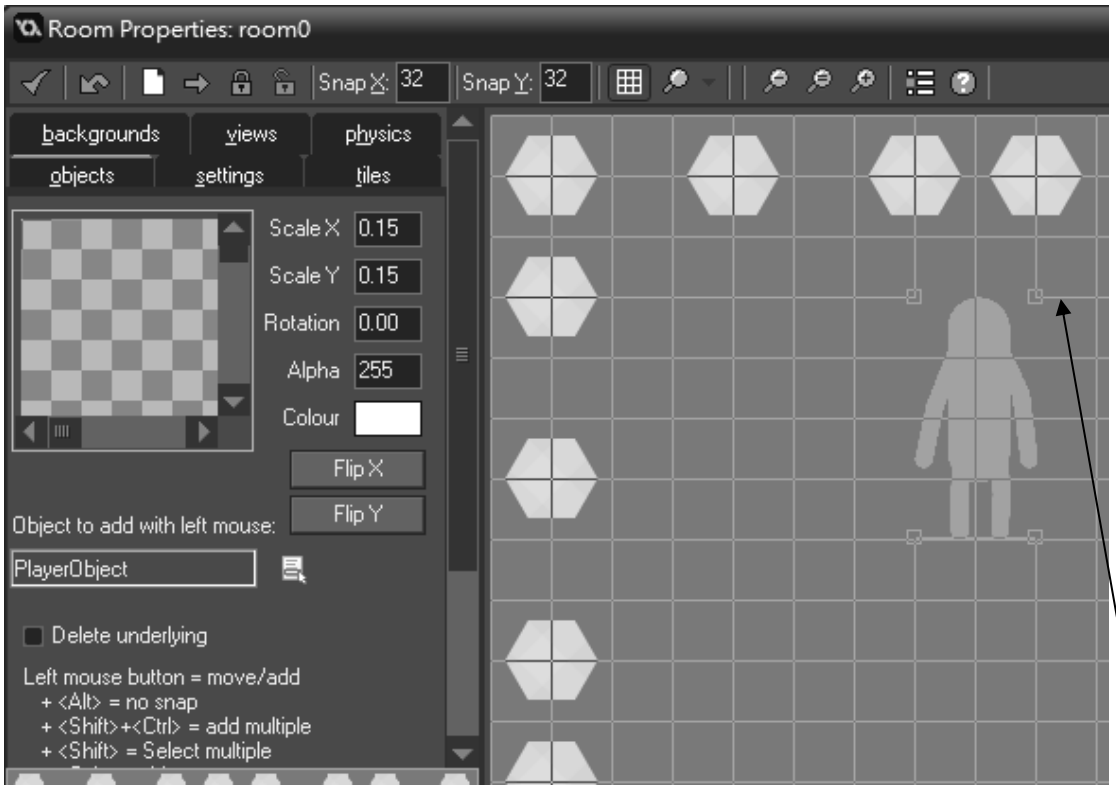


Again, give it a good name and then pick a sprite for it by choosing to load sprite.



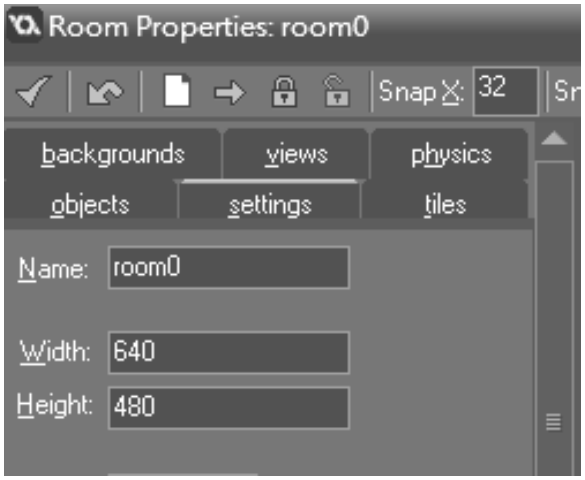
Make sure the name you give to this object is not the same as the name of the sprite, or you will get this message:

Object resizing can be done by drag and drop after inserting the object into the room via Room Properties.



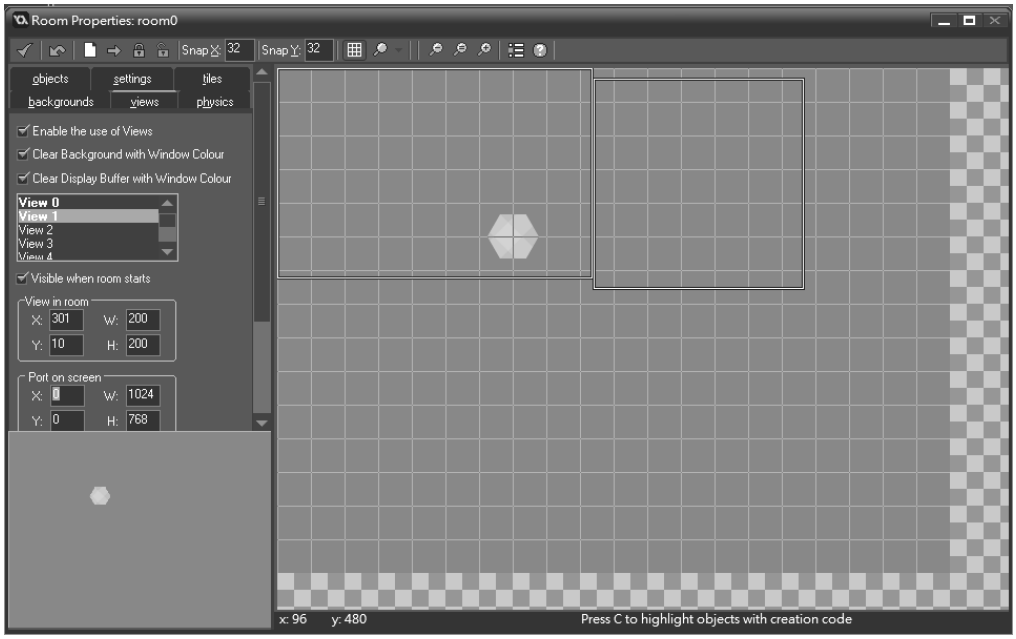
Lesson 2 con't - room, view and view port

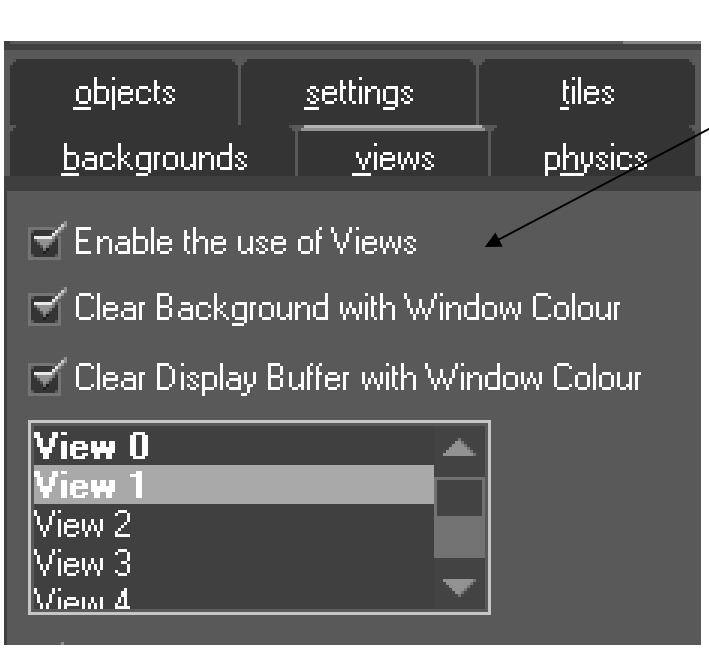
The precise technical term for the unit of measure of the screen play area is pixels. 640 x 480 is the modern day minimum, and is the default for any new room you create:



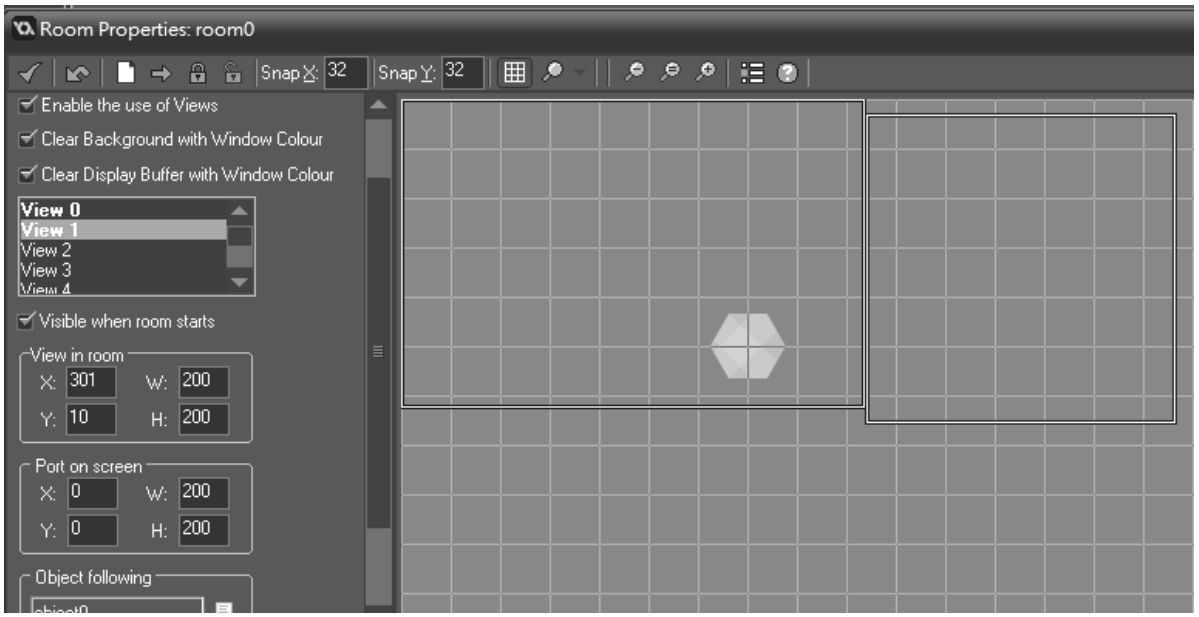
A room represents a level. Views allow you to configure split screen setting over a room, assuming you have turned on Enable the use of views. Each view can have different settings regarding screen scrolling. Generally,

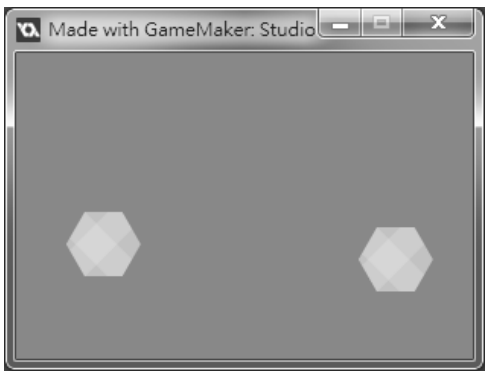
you use views only if split screen display is desired.





Views can overlap. When they do, the same object may show up in the overlapping views (so it looks like there are several objects sharing the same movement on screen).





A view is active only if this option is checked:

Ports are the drawings of the views. The position of a port is the position on the screen display. This may be different from the position of the view, which is the position in the room (which can be different from the screen display). A port can be made larger or smaller than a view, which involves scale up and scale down of the view.

For beginner, you may not want to use views and ports. Having multiple views and ports can be complicated to control and manipulate. If you must use views for whatever reason, avoid allowing too many of them to

