





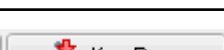
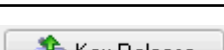


























Game Maker - Useful Commands



ICON	WHAT IT MEANS/WHAT IT DOES	HOW TO FIND IT
	Create Sprite - create a sprite using an image saved on your computer. Objects are created using sprites.	Main toolbar
	Create Object - create an object using a sprite. Rooms contain objects.	Main toolbar
	Create Room - a room is the environment in which the game is played and contains objects - i.e a maze or a set of platforms. Add as many rooms as you like.	Main toolbar
	Create a Background - an image which can be used as a background for a room	Main toolbar
	CREATE EVENT used to set an example of an object in motion	Select an object then click ADD EVENT
	COLLISION EVENT - this will allow you to check whether one object collides with another and then determine what happens	Select an object then click ADD EVENT
	KEY PRESS EVENT - determines what happens when a specific key is pressed	Select an object then click ADD EVENT
	KEY RELEASE EVENT - determines what happens when a specific key is released	Select an object then click ADD EVENT
	MOUSE EVENT - determines what happens when the mouse is moved or the button is clicked	Select an object then click ADD EVENT
	OTHER EVENT - manage "special" events such as no lives left, players moving outside rooms, or what happens at the start of the game	Select an object then click ADD EVENT
	STEP - create a step event to perform regular checks i.e. check lives, health, objects left	Select an object then click ADD EVENT
	MOVE FIXED - allows you to set the directions and speed of an object's movement	Add an event and then select the MOVE actions
	REVERSE HORIZONTAL - allows you to change the horizontal direction in which an object is moving	Add an event and then select the MOVE actions
	REVERSE VERTICAL - allows you change the vertical direction in which an object is moving	Add an event and then select the MOVE actions
	JUMP TO START - makes an object jump to the position where it started from in the room	Add an event and then select the MOVE actions
	CREATE INSTANCE - this will create an instance of an object anywhere within a room	Add an event and then select the MAIN1 actions
	CHANGE INSTANCE - change an existing object into another one	Add an event and then select the MAIN1 actions

ICON	WHAT IT MEANS/WHAT IT DOES	HOW TO FIND IT
	DESTROY AN INSTANCE - get rid of any examples of an object in a room	Add an event and then select the MAIN1 actions
	NEXT ROOM - move to next room	Add an event and then select the MAIN1 actions
	RESTART ROOM - resets the room, returning all objects to their starting positions when the room began	Add an event and then select the MAIN1 actions
	RESTART GAME - This command can be used as part of an event, when you want the game to restart	Add an event and then select the MAIN2 actions
	END GAME - This command can be used as part of an event, when you want the game to finish	Add an event and then select the MAIN2 actions
	COUNT INSTANCE - count how many examples of an object appear on screen and use this information to trigger an event	Add an event and then select the CONTROL actions
	SET LIVES - set the number of lives, either to a set number, or by increasing or decreasing them by ticking the relative box	Add an event and then select the SCORE actions
	TEST LIVES - perform a check to see how many lives are left and then act on the result	Add an event and then select the SCORE actions
	SET HEALTH - set the amount of health, either to a set number, or by increasing or decreasing them by ticking the relative box	Add an event and then select the SCORE actions
	TEST HEALTH - perform a check to see how much health is left and then act on the result	Add an event and then select the SCORE actions
	SCORE CAPTION - create an on-screen caption to show score, health and lives	Add an event and then select the SCORE actions
	SHOW HIGH SCORE - display the high score table	Add an event and then select the SCORE actions
	MOVE TOWARDS - set the movement of one object so that it moves toward another	Add an event and then select the MOVE actions
	BOUNCE - used to control how an object bounces when it hits a solid object	Add an event and then select the MOVE actions
	SLEEP - used to stop the game for a set period	Add an event and then select the MAIN2 actions