

GO MENU

FIRST CARD

Makes card #1 the current card.

PREVIOUS/NEXT

Goes to the previous card or next card.

LAST CARD

Makes card #250 the current card.

GO TO CARD

Displays a dialog box allowing you to select a card by name or number.

CARD INFO

Displays a dialog box allowing you to name the card and choose other options. Options under "When card opens" will be executed after the picture and text are drawn, but before the buttons are displayed.

Card

Lets you name the current card. Cards can be linked by name or number.

Play sound

Use the pop-up menu to select a sound to be played when the card opens. Sounds must be in your game document as "snd " resources in order for them to be listed in the pop-up menu.

Try Sound

Plays the currently selected sound. Use this to sample the sounds in the list.

Delay while sound plays

If this box is checked, the game will pause while the selected sound is played. This is useful for long playing sounds so that the card's buttons will not be displayed until the sound is finished.

Time delay

Lets you select a time delay. A delay of 100 is equal to 1 second. This is useful for slow animation or self running presentations. The maximum delay is 10 seconds (1000).

Go to card

Lets you choose a card to go to before any buttons are displayed. This is used for animation or self running presentations. Pictures and text are displayed before going to the next card.

GAME OPTIONS

Displays a window allowing you to choose the following options:

Frame Picture

Draws a frame around pictures in Run Mode and compiled applications.

Frame Text

Draws a frame around text in Run Mode and compiled applications.

Card Names in Window Title

Displays the card name in the window title (Displays program name if not selected).

Disable Options Above in Card #1

Disables all of the above options for card #1.

Setup as Presentation

Changes the name of the "Begin Game" button to "Next" and eliminates the "Open Game" button in card #1. It also makes your game use minimal menus. This is useful for making help files, presentations, E-zines, photo albums, etc.

APPLICATION SETUP

Displays a dialog window for customizing your finished application.

File Type

Lets you choose a four character file type to be used for documents that are saved while running your compiled application. Documents can then be double-clicked from the Finder to open your application.

Get Info String

This text will be visible in the version area of the Finder's Get Info window for your compiled application.

Requires Color Monitor

If your game has color graphics you may want to select this option. Selecting this has no effect on GameMaker, but your compiled games will check for a color monitor. If the monitor does not have at least 16 colors or grays, a message will be displayed telling the user that a color monitor is required.

Icon

Lets you choose a custom Finder icon for your application. In some cases, after creating an application, you may need to rebuild the desktop for the Finder to properly display the icon for the application. Press the Option & Command keys while restarting your computer to rebuild the desktop.

About Box

This text will be displayed in the About Box when the About menu (first item in the Apple Menu) is selected in a compiled application. This will not be displayed in Run Mode in the GameMaker environment.

SOUNDS

Allows you to remove, import, and record sounds for the current project. Please see the "Sounds" help topic for more information.