CARD BUTTONS

All cards have 6 buttons at the bottom of the card. You can choose from the following options for each button. GameMaker will perform the selected choice when in Run Mode.

Button name
Lets you name the button. Only named buttons are displayed in Run Mode and compiled applications.

Play sound
Use the pop-up menu to select a sound to be played when the button is clicked in Run Mode. 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. GameMaker will not execute the options below until the sound is finished playing.

Go to card
Type in a card name or number. When the button is clicked in Run Mode, GameMaker will jump to that card.

End game
This option is chosen, the game will end when the button is clicked in Run Mode.

Go to most recent card
If this option is chosen, GameMaker will jump to the most recent card that was displayed when the button is clicked in Run Mode.

Do menu
If this option is chosen, GameMaker will act as if the menu choice in the pop-up menu was selected when the button is clicked in Run Mode.