

## COMPILED APPLICATIONS

There is approximately a 60K overhead for a compiled application. This means that the application will be about 60K larger than your GameMaker document.

The name you choose for your application will be used in the About menu and the default window titles. You cannot create an application with the same name as your document, so your document should be named something other than the name you intend to use for your application.

You should always save the original document so that you can make changes later without rewriting the entire game.

Compiled applications require System 6.03 or later. If you selected "Requires Color Monitor" in the "Application Setup" menu, your game will check for a color monitor whenever the game is played. 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.