

## TECHNICAL SUPPORT

### KNOWN BUGS

- \* When using a paint tool, if you drag the window part of the way off the screen and paint in the portion of the window that is still showing, any part of the picture that is off the screen will be distorted.
- \* Activating a screen saver while importing or pasting graphics can cause the graphics from the screen saver to be placed in the Graphics area.
- \* GameMaker has problems when encountering a full disk which may corrupt your document. It is highly recommended that you use a Hard drive with at least several Mb of free space and always keep a backup copy of your document (see "Disk Space & Files").
- \* There is an approximately 16Mb limit for GameMaker projects and applications. Creating a project that is larger than 16Mb can cause GameMaker to crash.

### COMMENTS & SUGGESTIONS

You may send comments, suggestions, and additional bug reports to:

US mail:

Al Staffieri Jr.  
15 Gilbert Court  
Williamstown, NJ 08094

E-mail:

[AlStaff@aol.com](mailto:AlStaff@aol.com)

Web Page (latest info, updates, and other software):

<http://members.aol.com/AlStaff/index.html>