RUN MENU

RUN
Switches GameMaker to Run Mode and begins running your game at card #1. This is used for testing your game before creating an application. In Run Mode only the File menu will be enabled. The menu items in the File menu during Run Mode are similar to the menus which will be available in a compiled application. To return to Create Mode, select "Stop" in the File menu.

RUN CARD
Displays a dialog box allowing you to select a card by name or number. GameMaker will then switch to Run Mode and run your game at the specified card. This enables you to test certain sections of your game.

CREATE APPLICATION
Compiles your game into a stand-alone application which can be uploaded to online services or distributed any way you wish. No runtime application is needed to run applications created with GameMaker.

REGISTER
Displays the standard Print dialog boxes so you can print out the registration form. You should then fill in the information by hand and send it to me along with the registration fee.