

## ANIMATION

Simple animations can be created by selecting "Card Info" from the "Go" menu and typing a card name or number into the "Go to card" field. In Run Mode and compiled applications, the picture and text will be shown, but the buttons will not be displayed. GameMaker will then open the next card. You can have an entire series of cards that keep linking to other cards to create animated scenes or mini movies.

You can set the time delay to create slower animations or even create self-running presentations by setting the delay to several seconds. Setting the delay to 100 is equal to 1 second. The maximum delay is 10 seconds (or 1000). Delays are accurate to the nearest 60th of a second plus a small initial delay for code overhead.