

GRAPHICS & COLOR DEPTH

Graphics are saved as bit images in the current color depth. For example, if your monitor is set to 256 colors, any pictures drawn or imported will be saved as a 256 color image (8 bit). If you then switch to 16 colors using the Monitors control panel and make changes to the picture, it will be saved as a 16 color image (4 bit). For this reason, you should avoid using more than one color depth while working on a project.

You should avoid using a color depth of more than 256 colors. GameMaker can import graphics with any number of colors, but graphics drawn or imported while the monitor is set at thousands of colors will take up more disk space and may draw slowly or look distorted if later displayed using less colors.

If you are creating B&W graphics on a color monitor, it is best to adjust the color depth to B&W using the Monitors control panel. This is not necessary, but doing so will make your graphics take up much less disk space.