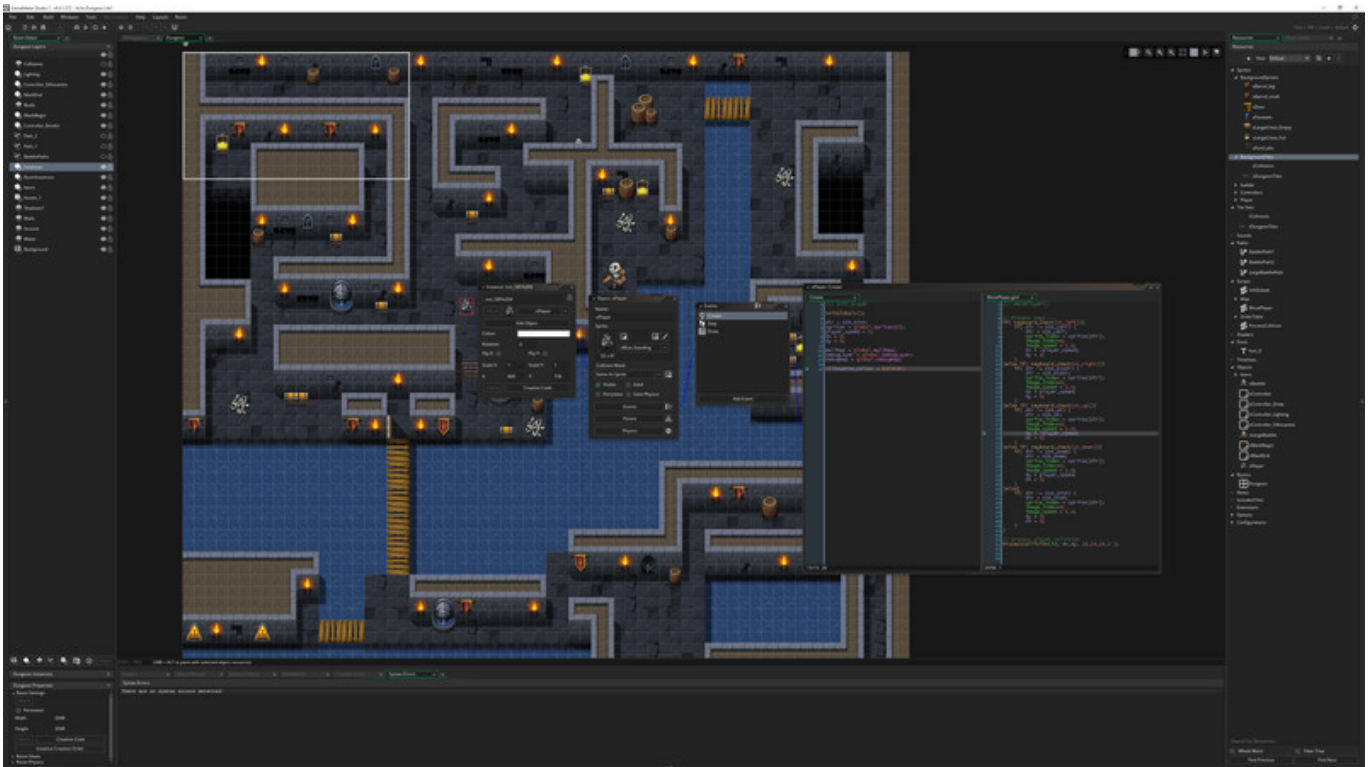

GameMaker Studio 2 Mobile Download Xbox



Download >>> <http://bit.ly/2NFub1s>

About This Software

GameMaker Studio 2 is the latest and greatest incarnation of GameMaker!

It has everything you need to take your idea from concept to finished game. With a fresh user interface and many new exciting features including; Real-Time Animation Editing, a new innovative workflow and seamless path from Drag and Drop to actual code, developing top quality games has never been easier!

Featuring a powerful programming language for professionals, and a drag-and-drop no-code-required workflow for beginners, and a comprehensive toolset, top quality games can be developed quickly at affordable pricing.

With the most advanced exporter ever, rapid cross-platform deployment is achievable across all leading platforms including mobile, console and desktop.

Monetisation tools enable a range of functionality to be quickly and easily deployed including In-App Purchasing, Advertising, Analytics and User Engagement.

With no barriers to entry and powerful functionality, GameMaker Studio 2 is the ultimate 2D development environment!

GameMaker Studio 2 Mobile Includes:

- Unlimited Resources

-
- Dedicated Support Forum
 - Android Export
 - iOS Export
 - Amazon Fire Export

Key Features and Benefits

- Affordable, top quality game development
- Easy to get started – novice to professional
- Powerful programming language for professionals
- Drag and Drop system for beginners – no coding required
- Comprehensive Toolset: Level, Image, Tile, Object, Script and Audio Editors
- Leading physics engine and advanced shaders
- Powerful animation support and networking
- Rapid Cross-Platform exporting – all leading platforms supported
- Monetisation Tools: IAP, Advertising, Analytics and User Engagement
- Actively developed – new features and upgrades released regularly

Technical Features

- Layer Based Level Editor
- Level Inheritance – to easily create different level biomes
- Re-Designed Layer Based Image Editor
- Tile System – with Auto Tiling, Tile Animation and Brushes
- Re-Envisaged Drag and Drop, Enhanced and Faster
- Extensive Library of Events and Actions
- Real-Time Animation Editing
- Multi-Column, tabbed code editor
- Improved Object Editor
- New Audio Mixer
- Backwards Compatibility with GameMaker: Studio projects

-
- Multiple Workspaces with intuitive design
 - Laptop mode custom workspaces
 - Rapid Search mechanism to open resources instantly
 - Skinning – light or dark skin available
 - Powerful debugger to save time and effort
 - Git Integration

Title: GameMaker Studio 2 Mobile
Genre: Animation & Modeling, Design & Illustration, Education, Software Training, Utilities, Web Publishing, Game Development
Developer:
YoYo Games Ltd.
Publisher:
YoYo Games Ltd.
Release Date: 8 Mar, 2017

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Minimum:

Requires a 64-bit processor and operating system

OS: Microsoft 64bit Windows 7

Processor: 64bit Intel compatible Dual Core CPU

Memory: 2 GB RAM

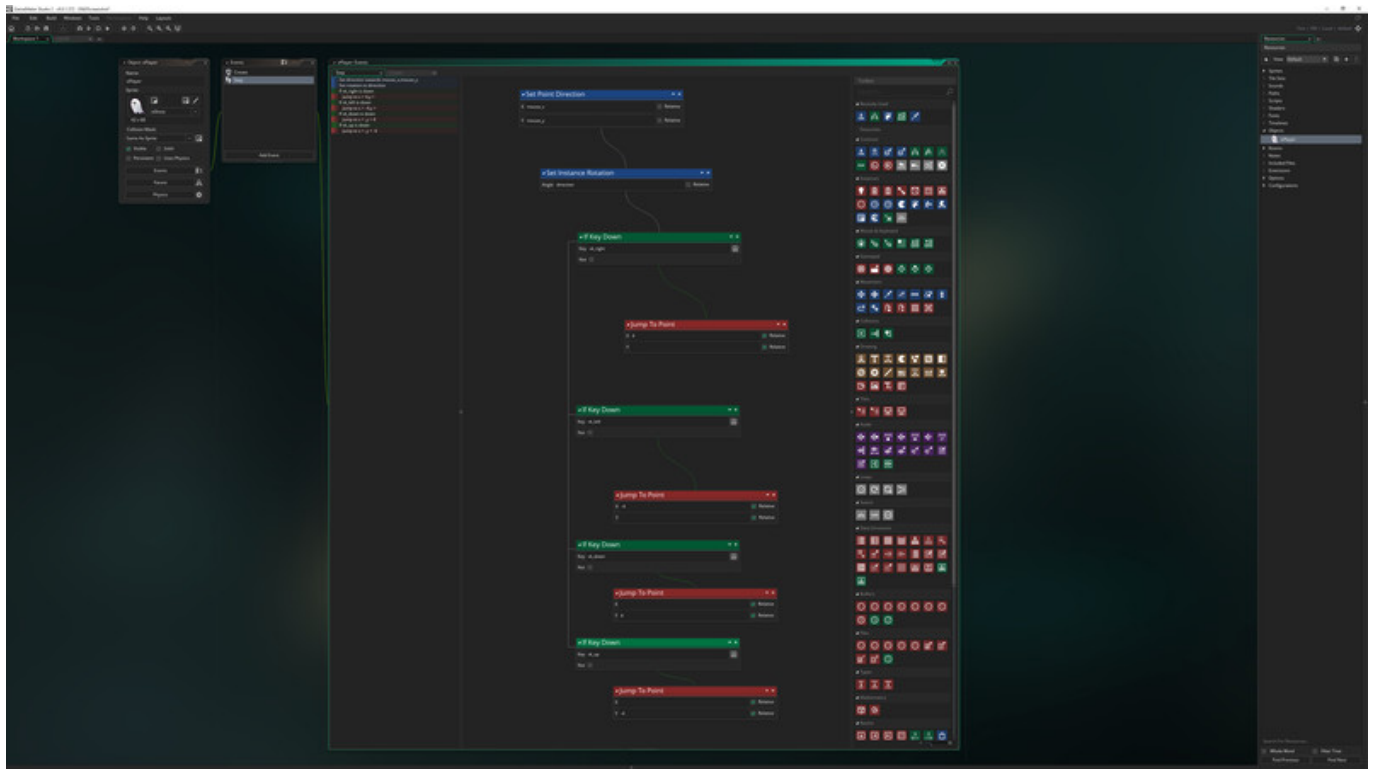
Graphics: DX11 compliant graphics card

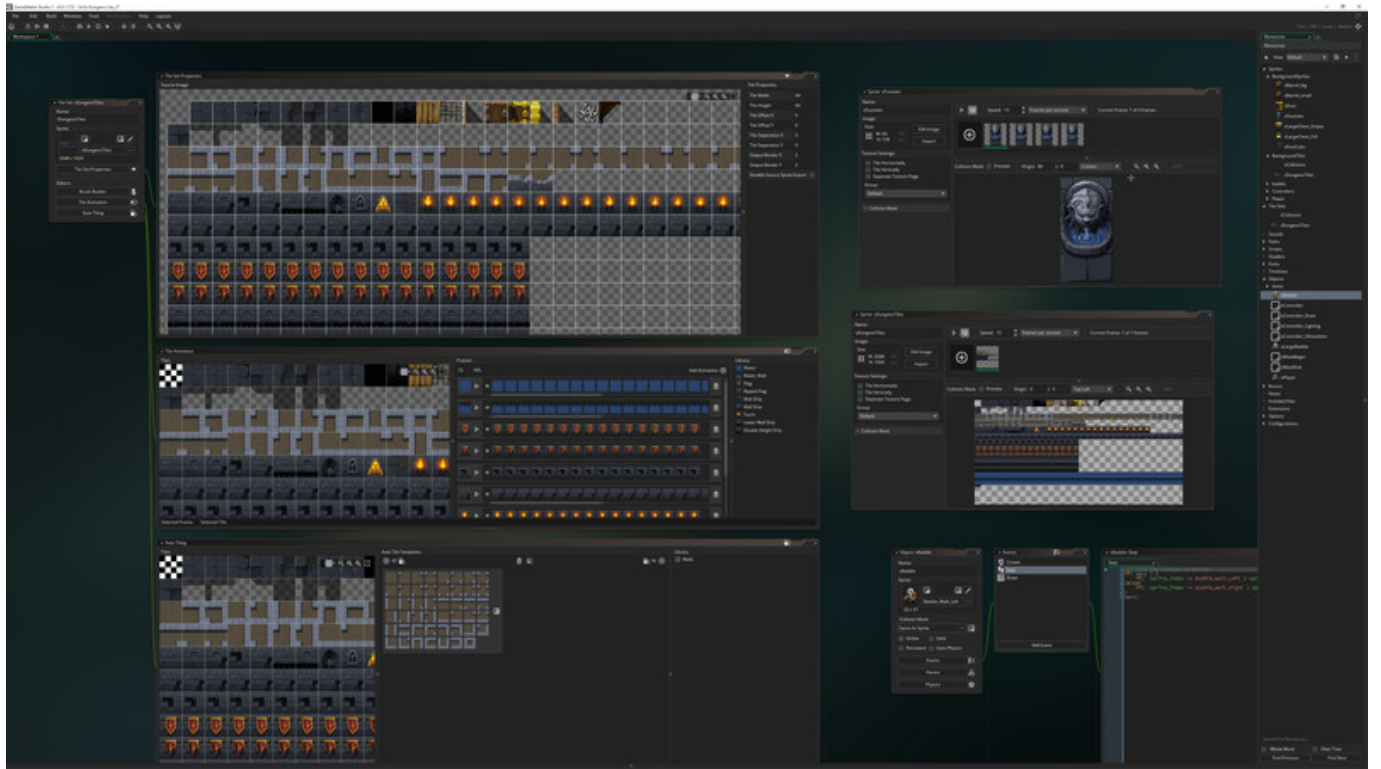
DirectX: Version 11

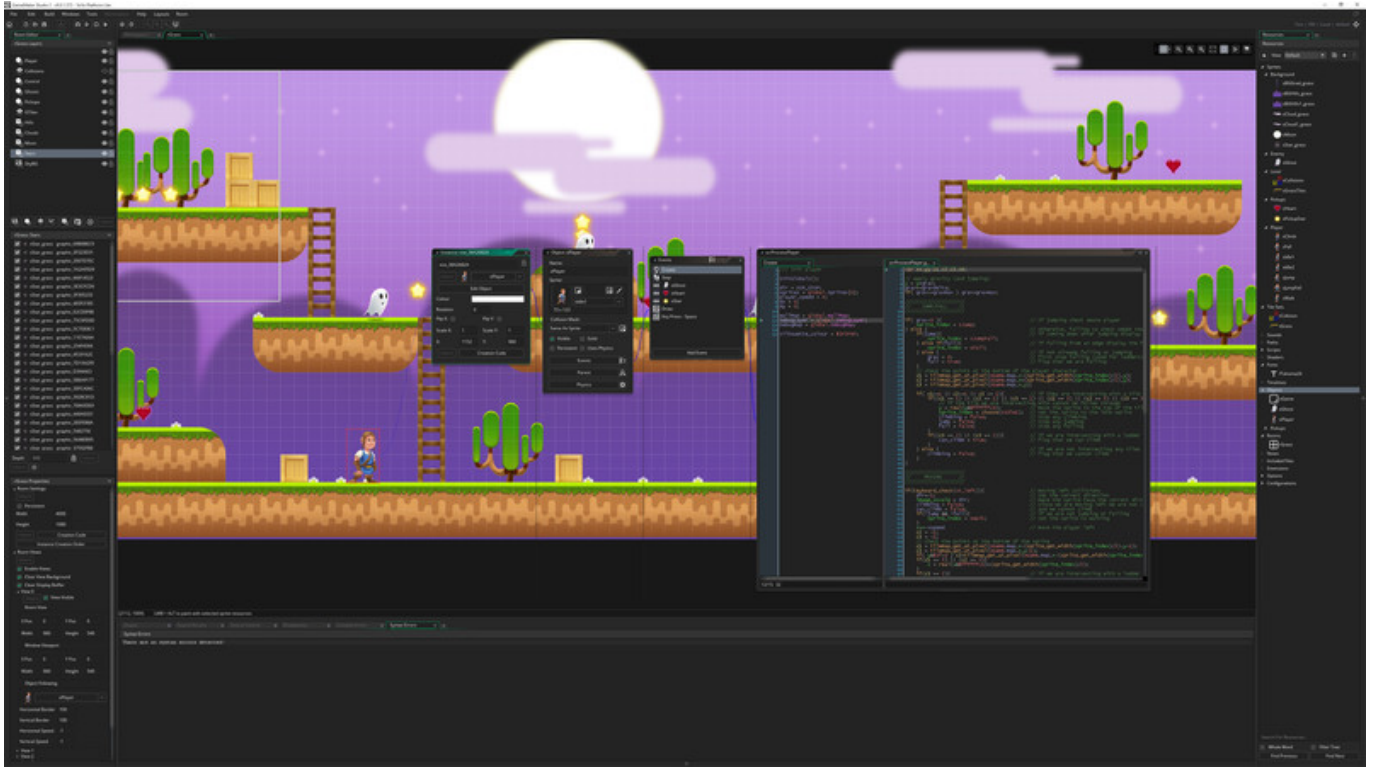
Network: Broadband Internet connection

Storage: 3 GB available space

English,French,German







Pros:

Creating, prototyping games can be done very quickly.

Although drag and drop eventually becomes useless, it is more beginner friendly than many other engines.

Awesome sprite editor.

Pricing is reasonable, since it's a one time payment and the whole engine and everything you make with it is yours. Not like those subscription based engines which can get pretty expensive.

Basically has anything you need for making any 2D game.

Cons:

Apk build times are much longer compared to Unity.

UI kind of sucks (it's pretty, but not practical), hard to use on computers with smaller screens. Too much stuff just floating around.

Currently has less support/tutorials compared to Game maker studio 1.4 or Unity, but it's probably because it's a newer engine.. I pay for this software, I pay the time for this, but you can't log in again and again, are you fooling me?. I recommend this software.

Market place is working. When you purchase item, it will be added to your library.

I didn't see any problems while I was working.. I gave my money but I couldn't get my license :/. Lack of documentation, you find that eventually Drag n Drop is useless, support will answer you with generic information that is not helpful.. very very easy to No response . Mobile version not even can compare to free trial PC version. i highly not recommend you guy to try it.. Game Maker Studio 2 Steam version have problem download demo, tutorials and accessing yoyogames market place items. Do not buy until they fix it. Yoyogames official is not able not provide assistance.. I don't normally write reviews, but this compiler is really expensive and I guess that many developers want to know if this compiler works well, and so here are my first impressions. I have made and published Android apps with GM 1.

There are good instructions in the help menu and I suggest that you follow them!

Click on Help -> Required SDKs

Provided that you follow the instructions to the letter, you should be able to compile to Android without any problems. It is now very quick and easy to choose the Android compile settings: just click on the API level, and GameMake handles all the other details.

I really like how GameMaker handles all the Android Developer Requirements (which are about to change again (64 Bit, Security requirements, etc)). All I need to do is press the compile button (the good people at YoYo Games handle all the details and testing). This enables me to quickly and easily publish my apps on Google Play.

I normally compile to Android VM which is rock solid and identical to the desktop version. This means that I can develop and test my app as a windows app (quick and easy), and then compile to Android after all my testing is done.

The import from GM1 to GM2 worked without problems. I can just import and compile without changing anything.

Now for the good part:

It is now possible to create an object variable straight from the object editor AND then modify the variable's value directly in the room editor for each instance. Developing apps is now a pleasure!

Some things that I have noticed so far:

- (1) GM2 Mobile looks identical to GM2 desktop, which is confusing (it does not have the word "mobile" written in the title).
- (2) Build to APK is listed as "Build Executable" in the menus ... again this is confusing since it looks like I am building a windows .exe. To change the target to an Android apk, I need to click on the button in the top right corner of the main window and choose Android ... then "Build Executable" will compile to apk.

Tips:

- (1) If your Android compiler stops working (and you get a strange error) then just update your Android SDK ... that normally gets the compiler working again.
- (2) You don't need to download and install the Android System Images (when updating the Android SDK). This will save you 30-40GB of storage space.
- (3) Keep your Runtime up to date. This will improve stability of your Android app:
File -> Preferences -> Runtime Feeds -> Master, and double click on the latest runtime.

I hope this helps you.. Maybe their 'desktop' engine is worth it but not their mobile engine. They ask for too much space of heap for the virtual machine it should be half that. Do not get this product unless you want to spend 10 hours fixing error codes and have about 16 GB of Ram. I can't talk about their desktop product as it may work but I would not recommend this one. They also have bad customer support which is almost impossible to get in touch with. 2/10 from a java developer.. This is a phenomenal piece of software.

can i know lear instal and use it?. It's working fine.

You have to strictly follow the Android help page by YoYoGames to succeed in using this. It's easy, but a long process. For those who arent able to log in using Steam, delink you steam account with GMS2. I had my GMS2 Desktop delinked from Steam earlier, so I can use the Android sdk fine.

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