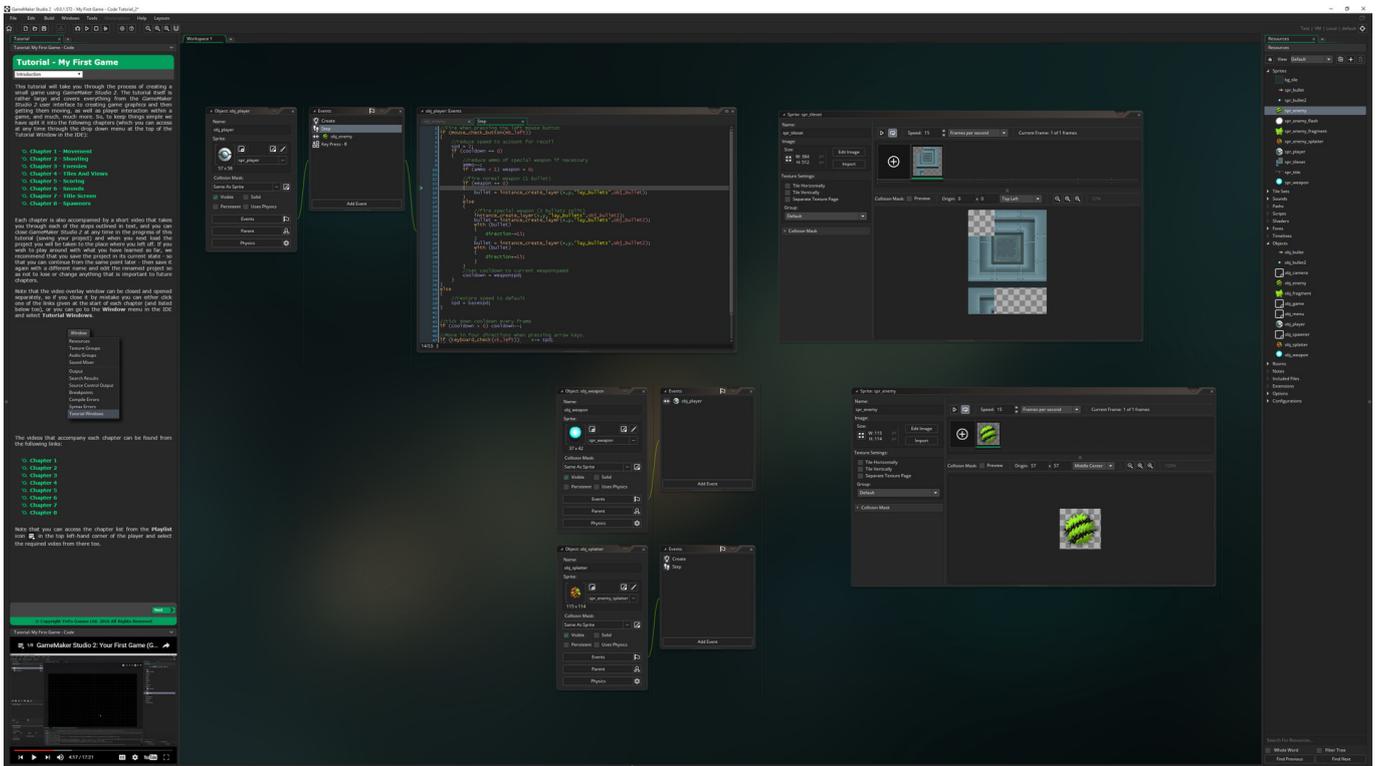


## GameMaker Studio 2 Desktop Full Crack [FULL]



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## 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 Desktop Includes:

- Unlimited Resources

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- Dedicated Support Forum
  - Windows Desktop Export
  - macOS Export
  - Ubuntu 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

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- 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

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Title: GameMaker Studio 2 Desktop  
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

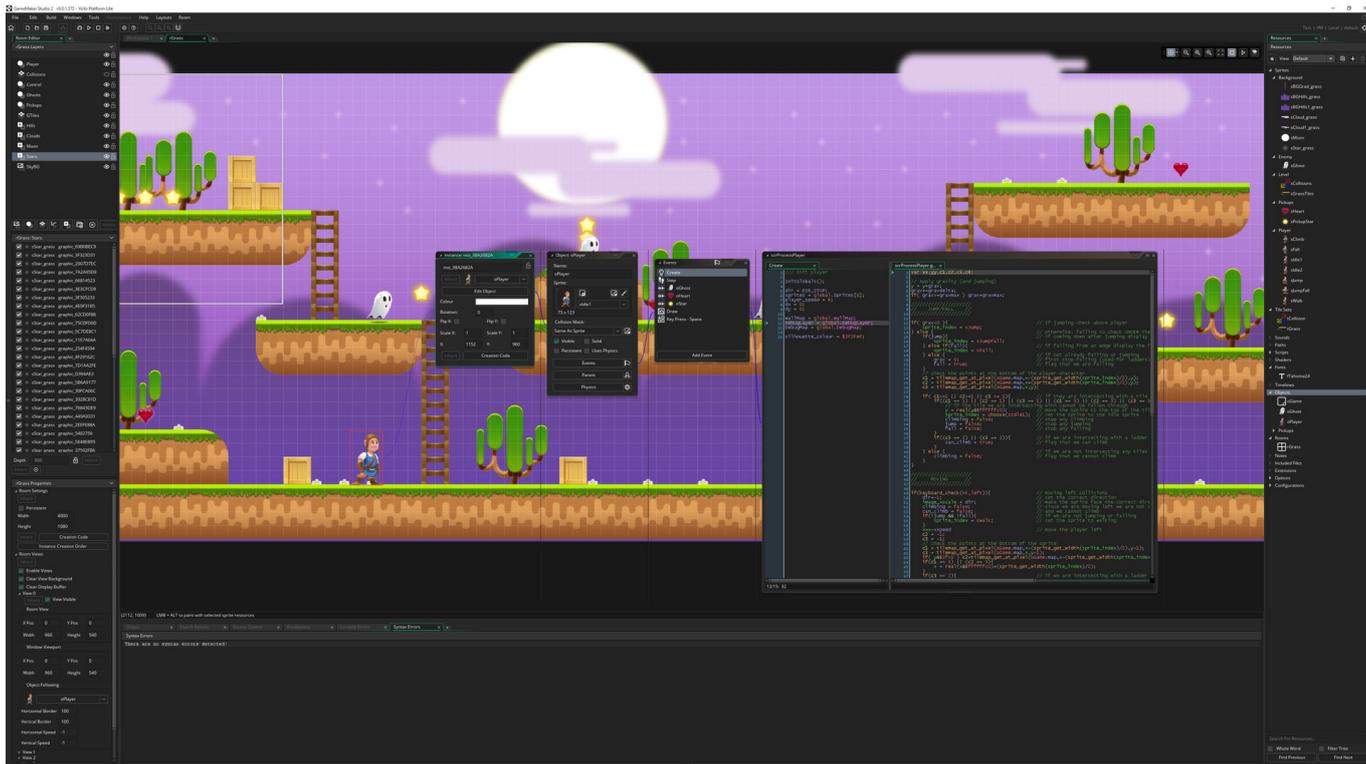
**DirectX:** Version 11

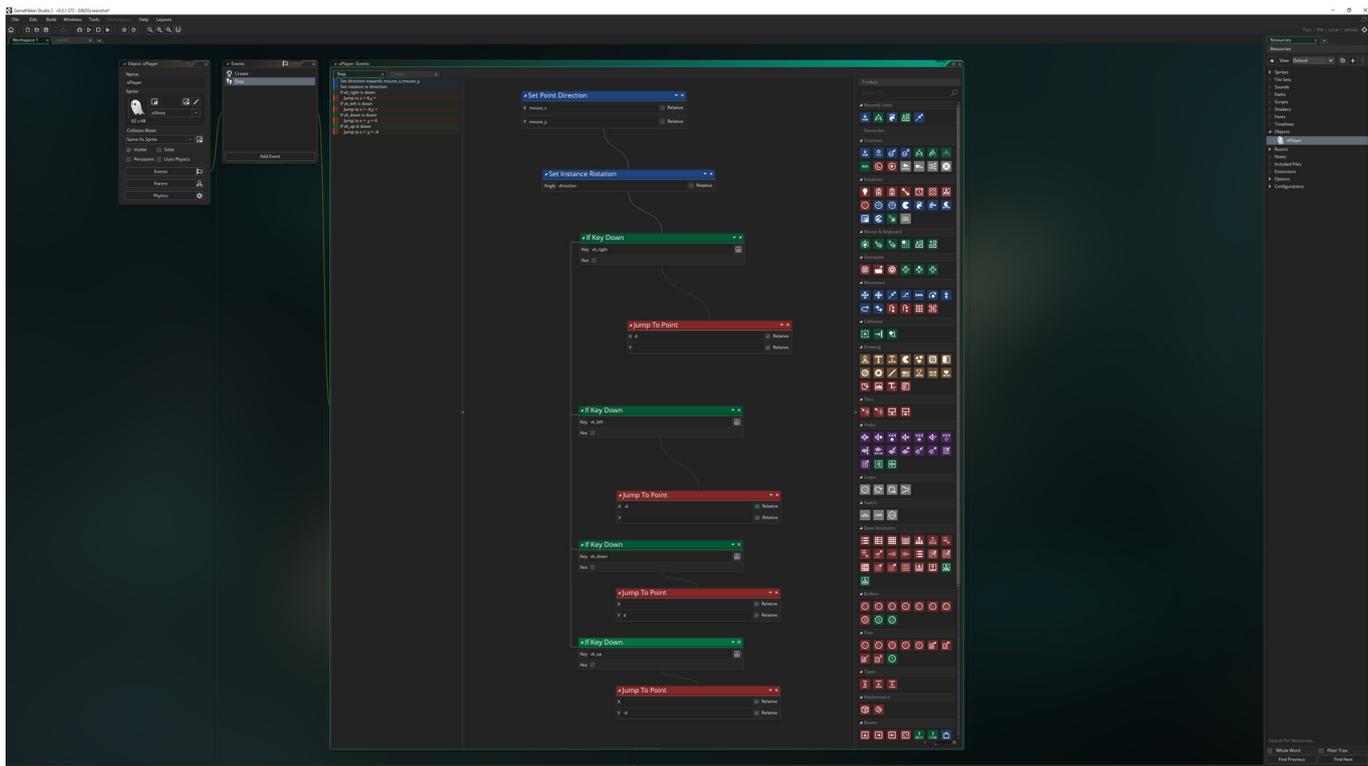
**Network:** Broadband Internet connection

**Storage:** 3 GB available space

English,French,German







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OVERVIEW: Game Maker Studio 2 is a great engine.

Here is some pros and cons that help outline this aspect, based on my extensive experience through using GM8, GMS1.4 and GMS2.

\_~/ Pros \\\_~

- +Easy to learn user interface.
- +GML is simple to learn but hard to master (Game Maker Language (Code)).
- +Inbuilt sprite editor.
- +Inbuilt sprite animator.
- +Drag and drop capabilities.
- +Improved camera from GMS1.4.
- +Dedicated development team.
- +Helpful support.
- +Helpful community.
- +Great engine for 2D games (don't try making fancy looking 3D games in this engine without knowing what you're getting into).
- +Complete GMS1.4 project file support.
- +Support for removed constants and functions when importing GMS1.4 projects that use them.

\_~/ Cons \\\_~

- Handbook is slightly outdated.
- Some constants and variables aren't directly supported anymore from GMS1.4, i.e. d3d functions (although these are ported into GMS2 automatically when a GMS1.4 file that uses these functions is imported).

If you are a user of GMS1.4, GM8 or new to game development as a whole, there is positively no better place to start with your coding experience and journey than right here using this program. It is extremely easy to use, yet hard to master, so difficulty and ease of use I'd say are not a problem whilst using this program. If you are stuck and unsure as what to do, make sure to look up a tutorial on how to use the engine properly as there are a countless amount of YouTube channels that are dedicated towards using this program alone and explaining everything that can be done simply within the confines of a tutorial. I'd suggest Shaun Spalding to complete new users.

Can't say how much I enjoy using this program, can't wait to see what new features the developers decide to put in. Along with the cool games that are to come from it's use. I RECOMMEND THIS TO ALL OF YOU, BUY IT!

~ElevenALT. - Buggy

- Limited resources, despite the description
- Exporting to Ubuntu is a lot of work
- Intentionally breaks WINE support
- Often breaks assets, and projects, altogether
- Super expensive for something that's so limiting, when there are much better engines out there for free
- Requires frequent logging in
- Mandatory updates, which also adds to the frequency at which you must log in
- Have to log back in if you are offline for a certain amount of time
- Have to log back in if you had a system roll-back
- Have to log back in if you change any hardware
- Have to log back in if your project is due within the next thirty minutes
- Have to log back in if you're in a hurry
- Have to log back in if you sneeze
- Have to log back in if you're already having a bad day

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- etc.



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