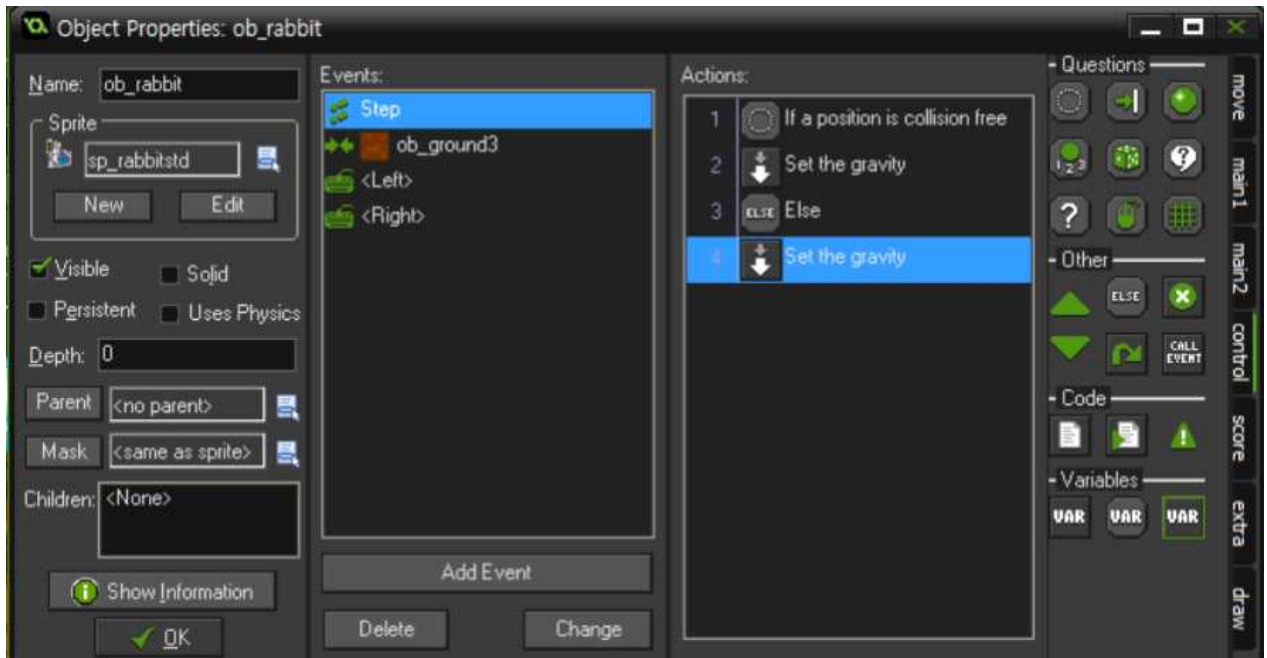
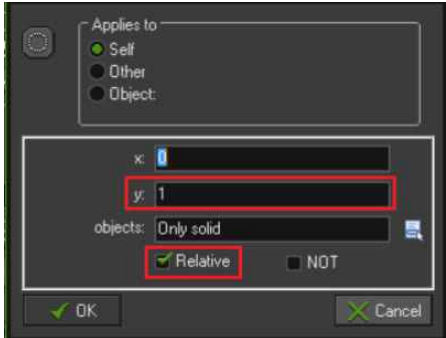
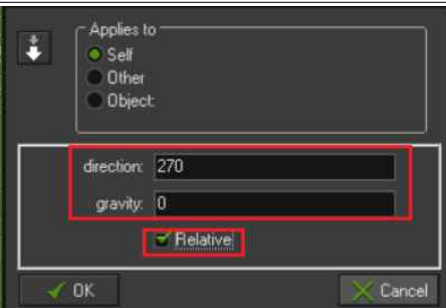


# 게이미메이커 게임 시 필요한 설정

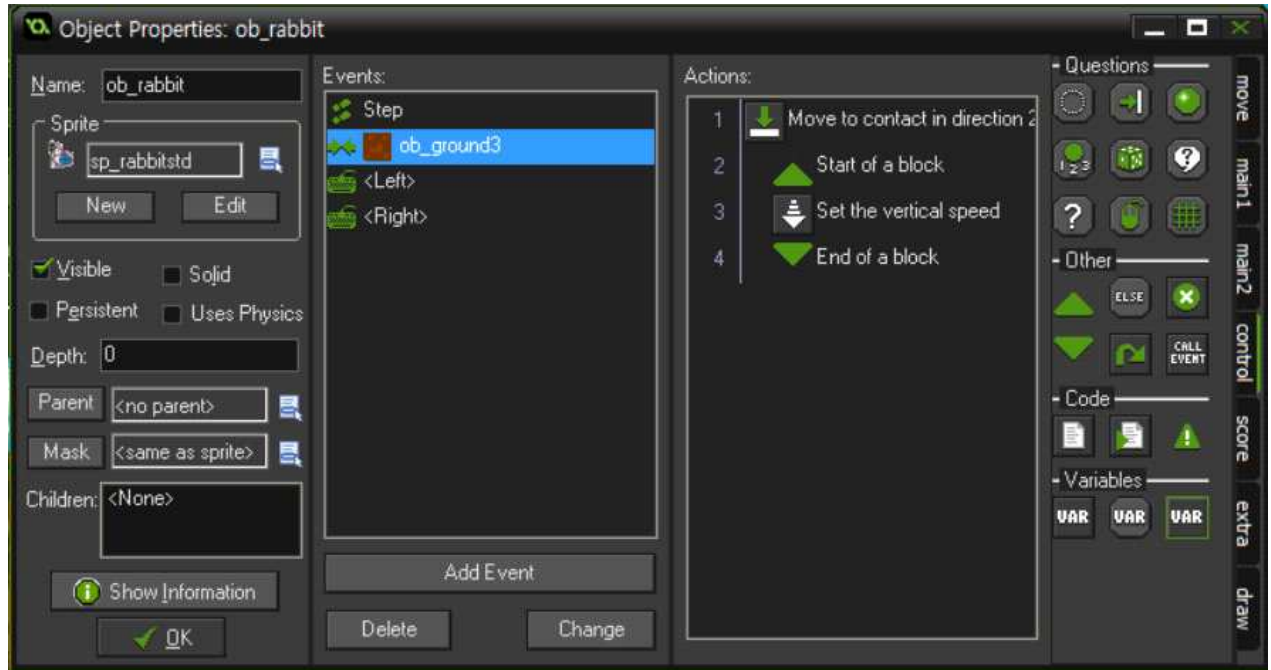
## 플레이어 설정





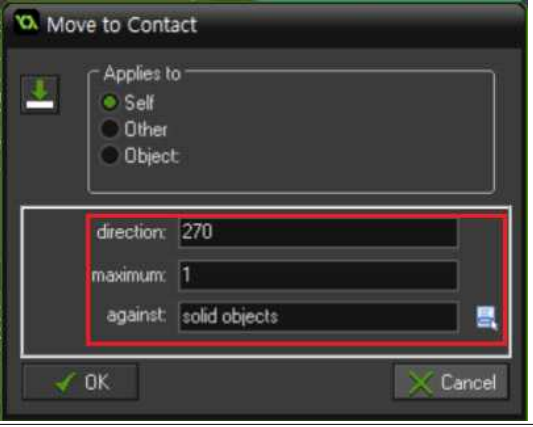


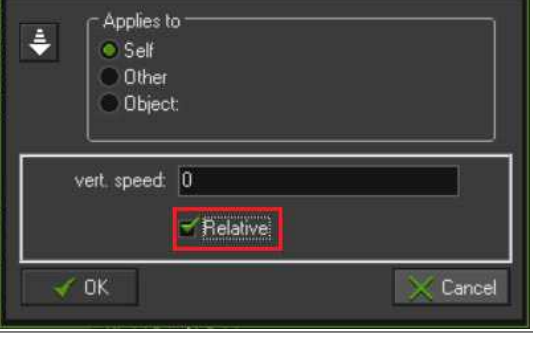

### 중력설정



순서	아이콘	이름	설정
1		Add Event	
2		Step	
3		Control - Check Empty	
4		Move - Set Gravity	
5		Control - Else	
6		Move - Set Gravity (Gravity 0으로 설정)	

○ 중력설정2 - 솔리드 오브젝트 충돌처리



순서	아이콘	이름	설정
1		Add Event	
2		Colision	
3		Move - Move to Contact	
4		Control - Start Block	
5		Move - Speed Vertical	
6		Control - End Block	

○ 이동 설정 : Add Event - Move Fixed / Add Event - Jump to Position

