



Manual

The Hello Mario Engine is open source, and is licensed under the New BSD License. This license gives you permission to make whatever you want with this engine, with no restrictions whatsoever. It also requires that you give credit for use of the engine. Please give credit to "Hello Fangaming" for use of the "Hello Mario Engine". Thank you.

Before importing the Hello Mario Engine, make sure that you are using version 1.4 of GameMaker: Studio. Otherwise, things may not work properly. Do not report any errors you get from using other versions unless they also occur in version 1.4. This engine is not tested on mobile platforms. If you are using the free version of GameMaker: Studio, make sure you upgrade it to the Standard version before importing. Upgrading to Standard is free, but requires registration.

Q&A

Question	Answer
Am I allowed to make games with this engine?	Yes, you can use this engine to release open and closed source games, and you can even release customized versions for other people to use.
What objects can be scaled in the room editor?	Only the collision objects can be scaled, excluding the slopes. Scaling the slopes, or any other object may result in unexpected behavior.
What do I do if I want to change the size of Mario's sprites?	Change the x origin to half the width of the sprite, and change the y origin to the height of the sprite minus 32.
Is there a guide for the Hello Mario Engine?	Look at the included example levels to see how everything is used. These levels use every single feature in the engine for a reason!
How do I change the title that shows up on top of the game?	Click on Global Game Settings > Windows > General, then change "Hello Mario Engine" to "Your Title Here".
Do you allow people to make "clones" using this engine?	This engine was designed to be easy to expand upon in order to encourage you to add new things to it. Of course, if you want to make a clone, that is also allowed. What you do with this engine is up to you.
I found a bug! That means that this engine is buggy!	Please report it on the Hello Mario Engine's issue tracker .
Can I ask you questions?	If the question is something only I can answer, go for it! If you want to ask a general help question, you would be better off making a post at the GameMaker Community instead.
What version of GameMaker: Studio should I use?	Using the latest version of GameMaker: Studio 1.4 is recommended. This version of the engine was created in 1.4.1763, so use that if all else fails.
Can I use the Steam version of GM Studio?	The Steam version is the same as the normal version, so you can.
Can you add *list of features* to the Hello Mario Engine? Please?	The Hello Mario Engine was designed to be easy to modify in order to encourage you to try adding in new things yourself. Try it! It's not as hard as you think.

Creation Codes

Some objects in this engine require creation code when you place them in rooms. To do this, simply right click on the object, and choose creation code. What is needed is found commented in the create events of these objects.

Object	Reason
<code>obj_levelmanager</code>	To choose the music and time limit.
<code>obj_bganimator</code>	To select what order to animate backgrounds.
<code>obj_autoscroll</code>	Whether you want it to follow Mario's y value.
<code>obj_block</code>	To choose what comes out.
<code>obj_block_hidden</code>	To choose what comes out.
<code>obj_block_triple</code>	To choose what comes out.
<code>obj_block_triple_hidden</code>	To choose what comes out.
<code>obj_block_spiked</code>	To choose what comes out.
<code>obj_block_winged</code>	To choose what comes out.
<code>obj_noteblock</code>	To choose a powerup to come out when you bounce on it.
<code>obj_noteblock_warp</code>	To select a destination.
<code>obj_warpnoteblock_hidden</code>	To select a destination.
<code>obj_messageblock</code>	To choose the message to display.
<code>obj_lakitu</code>	To set the boundaries for where he appears.
<code>obj_lakitu_ball</code>	To set the boundaries for where he appears.
<code>obj_angrysun</code>	To set the boundaries for where he attacks.
<code>obj_boocircle</code>	To set its rotational direction.
<code>obj_netkoopa</code>	To set its starting direction.
<code>obj_netkoopa_red</code>	To set its starting direction.
<code>obj_netspark</code>	To set its starting direction.
<code>obj_rotodisc</code>	To set its rotational direction.
<code>obj_firebar</code>	To set its rotational direction.
<code>obj_firebar_large</code>	To set its rotational direction.
<code>obj_ballchain</code>	To set its rotational direction.
<code>obj_magikoopa</code>	To set the boundary for where he appears.
<code>obj_diacannon</code>	To set its direction.
<code>obj_bombcannon</code>	To set its direction.
<code>obj_sidecannon</code>	To set its direction.
<code>obj_classicbowser</code>	To set where Bowser's flames start generating.
<code>obj_pipeenemygenerator</code>	To choose its direction and enemy.
<code>obj_bulletgenerator</code>	To set the boundaries for where it generates.
<code>obj_stormgenerator</code>	To set the boundaries for where it generates.
<code>obj_cheepgenerator</code>	To set the boundaries for where it generates.
<code>obj_levelpanel</code>	To select a name, destination, and number.
<code>obj_levelcastle</code>	To select a name and destination.
<code>obj_mappipe</code>	To select a destination.
<code>obj_mushhouse</code>	To select the powerups in the boxes.
<code>obj_mapbro</code>	To select a prize powerup.
<code>obj_platformtimed</code>	To set the time limit.
<code>obj_movingrope</code>	To choose how long the rope is.
<code>obj_movingrope_touch</code>	To choose how long the rope is.
<code>obj_bubble_item</code>	To choose the item in it.
<code>obj_veggie_sprout</code>	To choose the item in it.
<code>obj_postchange</code>	To select Mario's new position.
<code>obj_warproom</code>	To select Mario's new room and position.
<code>obj_speedmarker</code>	To set a speed for the marker.