Hello Mario Engine

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. GameMaker: Studio 2 can be used, but is not fully supported.
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
obj_levelmanager	To choose the music and time limit.
obj_bganimator	To select what order to animate backgrounds.
obj_autoscroll	Whether you want it to follow Mario's y value.
obj_block	To choose what comes out.
obj_block_hidden	To choose what comes out.
obj_block_triple	To choose what comes out.
obj_block_triple_hidden	To choose what comes out.
obj_block_spiked	To choose what comes out.
obj_block_winged	To choose what comes out.
obj_noteblock	To choose a powerup to come out when you bounce on it.
obj_noteblock_warp	To select a destination.
obj_warpnoteblock_hidden	To select a destination.
obj_messageblock	To choose the message to display.
obj_lakitu	To set the boundaries for where he appears.
obj_lakitu_ball	To set the boundaries for where he appears.
obj_angrysun	To set the boundaries for where he attacks.
obj_boocircle	To set its rotational direction.
obj_netkoopa	To set its starting direction.
obj_netkoopa_red	To set its starting direction.
obj_netspark	To set its starting direction.
obj_rotodisc	To set its rotational direction.
obj_firebar	To set its rotational direction.
obj_firebar_large	To set its rotational direction.
obj_ballnchain	To set its rotational direction.
obj_magikoopa	To set the boundary for where he appears.
obj_diacannon	To set its direction.
obj_bombcannon	To set its direction.
obj_sidecannon	To set its direction.
obj_classicbowser	To set where Bowser's flames start generating.
obj_pipeenemygenerator	To choose its direction and enemy.
obj_bulletgenerator	To set the boundaries for where it generates.
obj_stormgenerator	To set the boundaries for where it generates.
obj_cheepgenerator	To set the boundaries for where it generates.
obj_levelpanel	To select a name, destination, and number.
obj_levelcastle	To select a name and destination.
obj_mappipe	To select a destination.
obj_mushhouse	To select the powerups in the boxes.
obj_mapbro	To select a prize powerup.
obj_platformtimed	To set the time limit.
obj_movingrope	To choose how long the rope is.
obj_movingrope_touch	To choose how long the rope is.
obj_bubble_item	To choose the item in it.
obj_veggie_sprout	To choose the item in it.
obj_postchange	To select Mario's new position.
obj_warproom	To select Mario's new room and position.
obj_speedmarker	To set a speed for the marker.