

EGM Documentation

You can find most of these functions and routines etc. in the script menu, go to Insert > Item

If you're having any difficulty with coding EGM feel free to send me a message and I will help you. Please forward all bugs, suggestions and any of your feedback you have to me too, please.

Functions and variables

Room_Height("SET", 0)	Sets the height of the room to 0, change 0 to the height you want
Room_Height("GET", 0)	Returns the value of the room's height. You could use it in a variable i.e Dim HeightTest = Room_Height("GET") If HeightTest = 0 Then Your code here End If
Room_Width("SET", 0)	These work the same as above but width
Room_Width("GET", 0)	These work the same as above but width
Room_Dimension(0, 0)	Set the width and height of the room, x by y
Score(0, True)	Set the score, 0 is the score. True is Relative, if you set the Score to true the score will be ADDED to the total score, if you set the score to False the total score will be set to the score you submitted
DrawScore()	Displays the total score on the window of the game
xLives	The total amount of lives the player has
Lives()	Displays the total lives in the window of the game
Draw_Sprite("SpriteName", xlocation, ylocation, xsize, ysize)	You must have created a sprite first and have set the sprite's name. Draw_Sprite will draw the sprite at the location you specify and the size you specify.
xScore	The total score the player has, you can call this directly to modify the score, you will need to call DrawScore for it to update, though.

Sub Routines

LeftUp()	When you create this routine it will be called whenever the player releases the Left arrow key
LeftDown()	When you create this routine it will be called whenever the player presses down the Left arrow key

RightUp()	When you create this routine it will be called whenever the player releases the Right arrow key
RightDown()	When you create this routine it will be called whenever the player presses down the Right arrow key
DownUp()	When you create this routine it will be called whenever the player releases the Down arrow key
DownDown()	When you create this routine it will be called whenever the player presses down the Down arrow key
UpUp()	When you create this routine it will be called whenever the player releases the Up arrow key
UpDown()	When you create this routine it will be called whenever the player presses Up the Left arrow key