

Game Development: Compiling your Game Maker file into an Executable File (.exe)

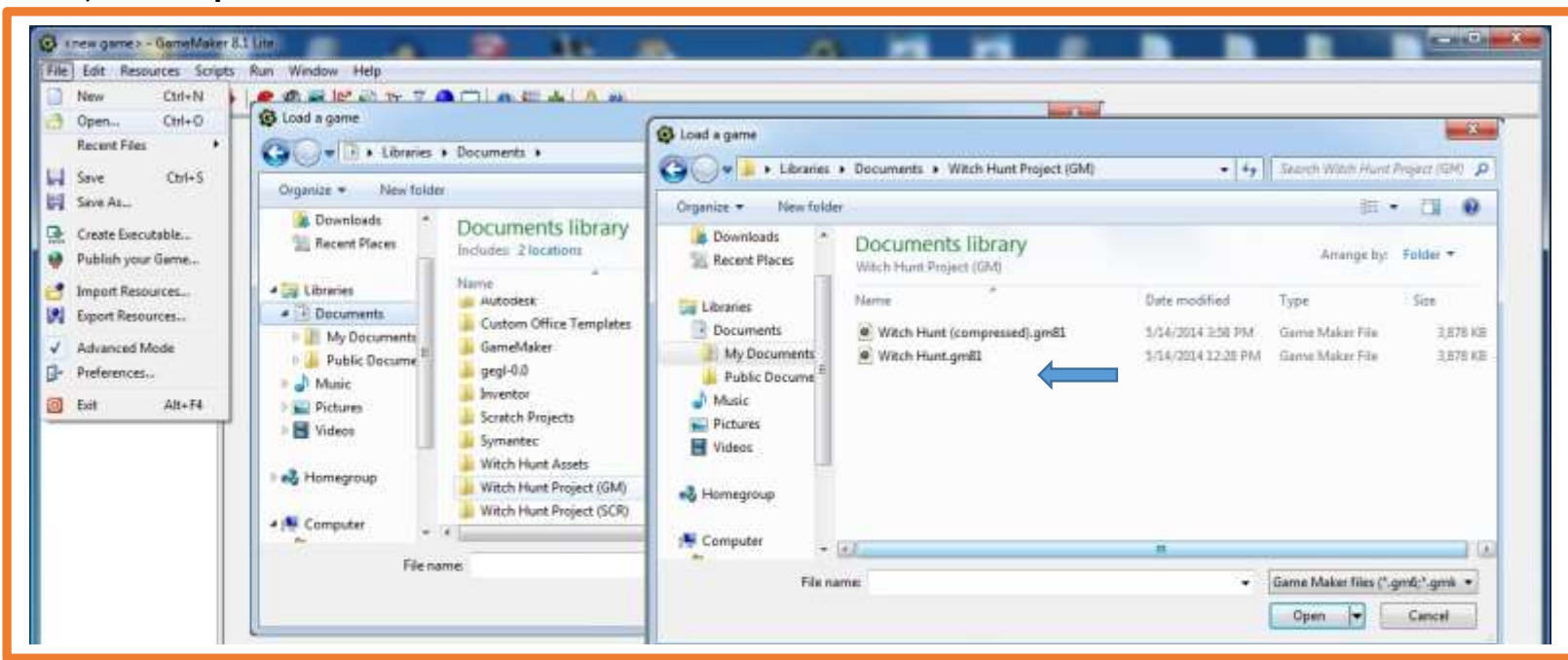
This activity demonstrates a procedure you should follow to **compile** your game files and other resources, such as your icon, into **executable** game files. Your current game file can be tested with the green arrow, but you are still running your file from Game Maker (the software used to create the file). The green arrow test temporarily makes your game executable, but without creating a file dedicated to playing the game. In that test mode, your game can be played, but game players will be able to see your “trade secrets” such as resources, scripts, and properties. They can edit to make changes to the game.

Executable (also called **application**) files will allow your game to run without the Game Maker application so the game players do not see your resources and properties. It will have the file extension **.exe** after the main file name. This **.exe** file will launch straight into your playable game by clicking on the desktop icon you created. The executable file can be run on any Windows computer without installing Game Maker. This **.exe** file can also be saved to a CD, DVD, or USB drive and then run from the drives without installing them on the computer. **Compiling** (creating an executable) is the process of putting resources and properties together so that the file can **execute** (play). The **.exe** file includes your resources, scripts, properties, and your icon along with the presentation (player) applications from Game Maker. Since you are **compiling**, or adding all of these together, you will see that the **executable file (.exe)** is has a **file size** that is larger than your game build file (**.gm81**).

LOOK FOR THESE FILE EXTENSIONS: .gm81 (Gamemaker game build), exe (executable), .ico (icon)

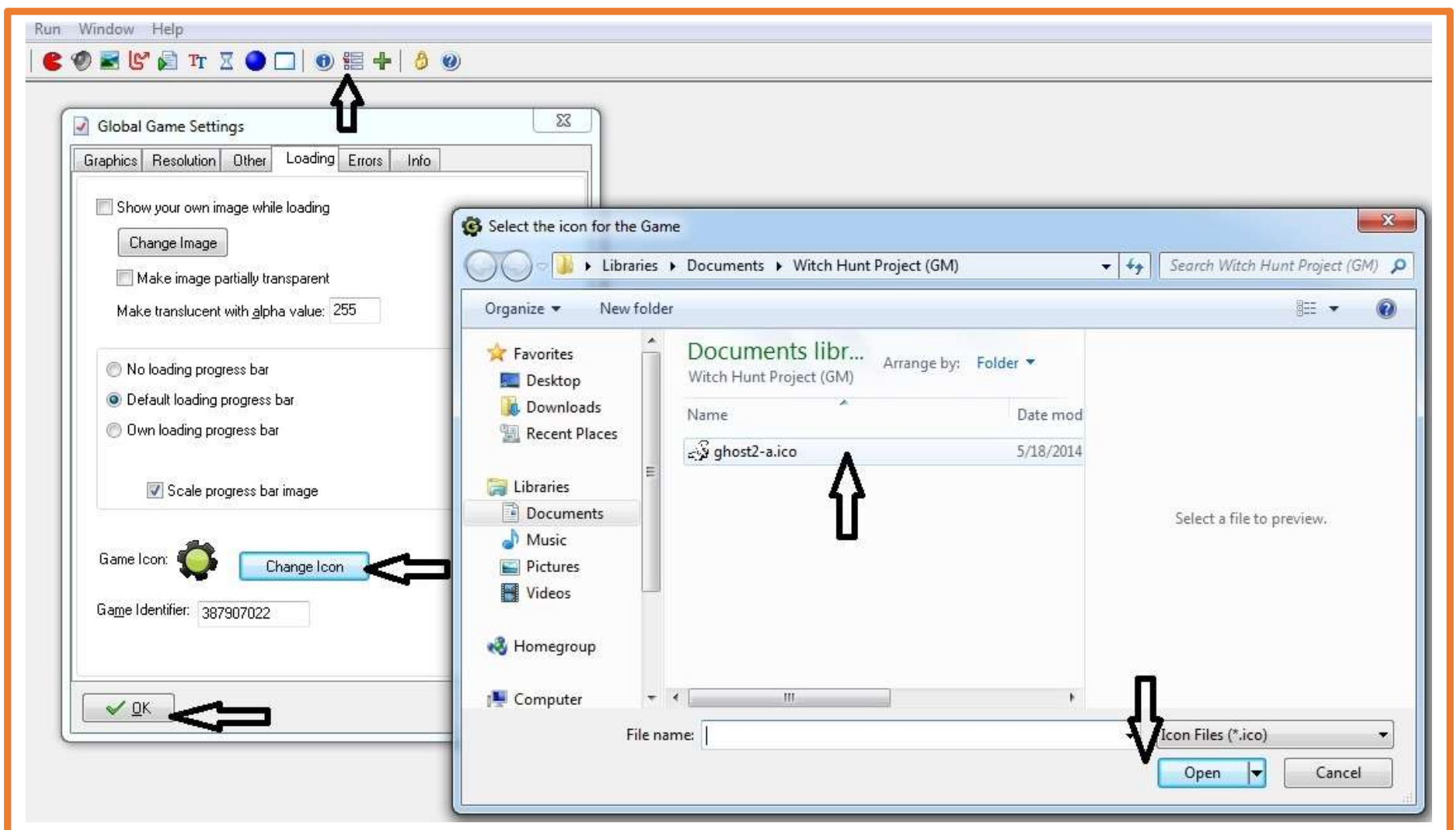
Launch your game in Game Maker

- 1) Launch **Game Maker**, select **Open**, find your project folder and open your game (**.gm81**)
- 2) Click **Open**.



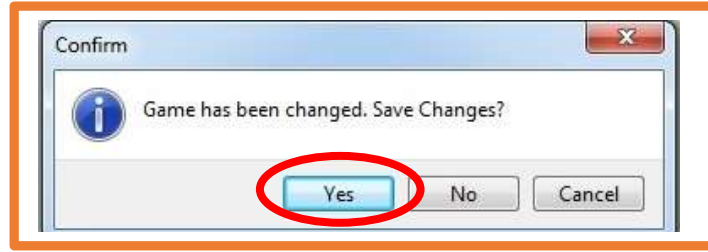
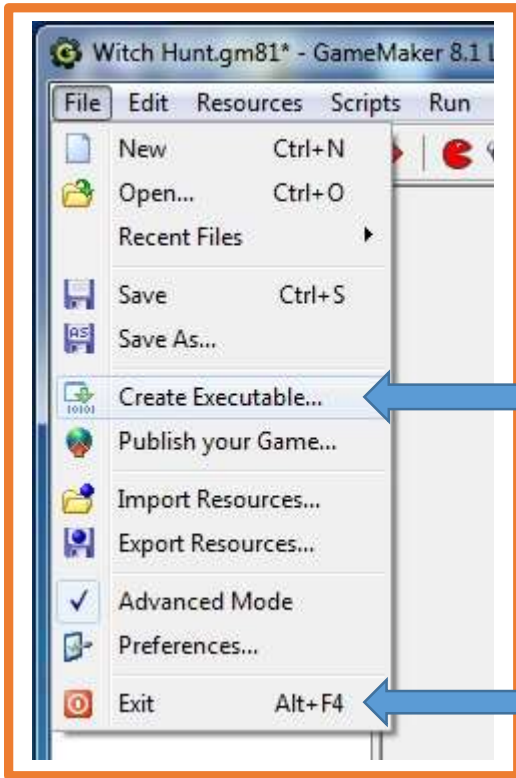
Installing your icon (.ico) file into the program

- 1) In the quick reference tools at the top, select **Change the global game settings**.
- 2) When the **Global Game Settings** window opens, click on the **Loading** tab.
- 3) Near the bottom of the window, click the **Change Icon** button. The **Select the icon for Game** window will open.
- 4) If you don't see your **.ico** file in the **Select the icon for Game** window, search for it in your documents or project folders. When you find your **.ico** file, highlight it and click **Open** and you will see the window close.
- 5) You should see an image of the icon to the right of **Game Icon** in the **Global Game Settings** window. Click the **OK** button and the window will close.



Compile your program using Create Executable from File Menu

- 1) From the **File** menu select **Create Executable**. You will see a progress bar appear briefly while the compiling occurs.
- 2) When this is done select **File** and **Exit** or click the “red x”.
- 3) If you get a **Confirm** box that asks to **Save Changes**, select **Yes**.



Inspect your project folder

- 1) Look for the new executable file from the compiling process. You should see an **.exe file extension after the file name and your icon in front of the file name**. If you don't see the file extension, right click on the file and open the properties.

