

Scrolling Camera

Create a sidescroll camera with rooms larger than 640 x 480 so that you only see a 640 x 480 view of the game room during play and can hide what else is in the game room.

First, *save your game*. You will be turning on **Advanced Mode**, which will close your game. Does the window margin at the top of your screen next to the filename and *GameMaker Lite (Simple Mode)* in it? If yes, you need to turn on **Advanced Mode**. Let the program close, then you can reopen your game. Then proceed to **Room Properties**.

Room Properties

Click on the **views** tab

Check **Enable the use of Views**

Make sure **View 0** is selected because your programming is set to this view

Check **Visible when room starts**

View in room

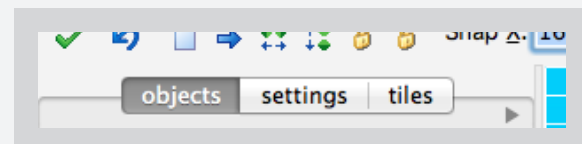
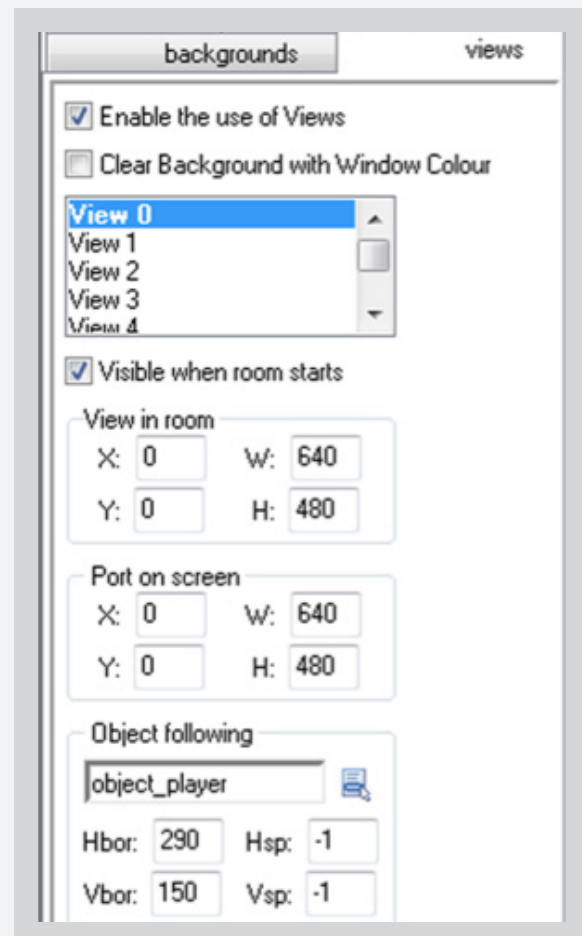
x: 0 W: 480
y: 0 H: 480

Port on screen

x: 0 W: 480
y: 0 H: 480

Object following

Select `Object_Player`
Hbor: 290
Vbor: 150
Hsp: -1
Vsp: -1



NOTE: If you are using the Mac version, you will want to click on the small gray arrow to the right of the "tiles" tab and keep clicking on the arrow until the "views" option shows up.