Scrolling Camera

Create a sidescroll camera with room levels larger than 640x480, so that you only see a 640x480 view of the game room during play and can hide what is to come in the game.

Does the window margin at the top of your screen next to the file name and GameMaker 8.1 have (Simple Mode) in it? If yes, you need to turn on Advanced Mode if no, then skip this and proceed to Room Properties.

First, SAVE YOUR GAME. You will be turning on ‘Advanced Mode’ which will close your game. Save beforehand. Click ‘File’ in the Game Maker menu bar and scroll to ‘Advanced Mode.’ Let the program close, then you can reopen your game.

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
- y: 0
- W: 480
- H: 480

Port on Screen
- x: 0
- y: 0
- W: 480
- H: 480

Object Following
- Select object_player
- Hbor: 290
- Vbor: 150
- Hsp: -1
- Vsp: -1