

Update in January, 2007

This engine was updated by the GameMaker forums users and all credits goes to Martin Piecyk, the initial and main developer.

Changes from v2.4

General changes:

- Latest version was written in GameMaker 6. This updates it to work with GameMaker: Studio.
- All code was updated to the best syntax standards used in GML language:
 - Proper use of "()" as delimiters of expressions;
 - Proper use of ";" at the end of expressions that use it;
 - Minor indentation adjustments to optimize visual appearance of code;
- Replaced "Press R" to restart any room to "Alt+R".
- Added "Alt+E" to exit program at any time.
- Some more comments on scripts added.

Changes in SPRITES:

- Removal of all sprites looking left. All sprites now added should be facing right, the game engine will turn them left when needed.
- Removed the word "right" from the remaning sprite names and adjusted this in all scripts and objects.
- All sprites that may had copyrights were changed to free fan-art sprites. More details on the credits screen.

Changes in SCRIPTS:

- Script "characterCreateEvent"
 - adjusted the variables "runAcc", "grav", "initialJumpAcc", "jumpTimeTotal", "climbAcc", "departLadderXVel", "departLadderYVel", "xVelLimit", "yVelLimit", "xAccLimit", "yAccLimit" to fit 60 steps per second.
- Script "characterStepEvent"
 - removed the obsolete code selecting left and right sprites.
- Script "characterDrawEvent"
 - changed "draw_sprite" to "draw_sprite_ext". This way there's no need for separate left and right sprites. This is made based on the LEFT and RIGHT states;

Changes in OBJECTS:

- The object "oDonutPlatformStart" have some code in the Create Event that is no longer needed. This code remains there commented out.
- Added the variables "leftCollisionBound" and "rightCollisionBound" to the Create Event of the objects that use the script "setCollisionBounds()". Details are explained in the scripts.
- Adjusted the variables and values in the Create and Step events of all movable objects to fit 60 steps per second. This was done to all timers for the alarms as well.
- Replaced "sprite_index = [something]Left or Right" for "image_xscale = 1 or -1" on all objects that had LEFT and RIGHT sprites.

Changes in ROOMS:

- All rooms changed from 30 steps per second up to 60. Some adjustments were made in the code of Scripts and Objects to fit this.
- Some minor adjustments were made in object dispositions inside some rooms.