

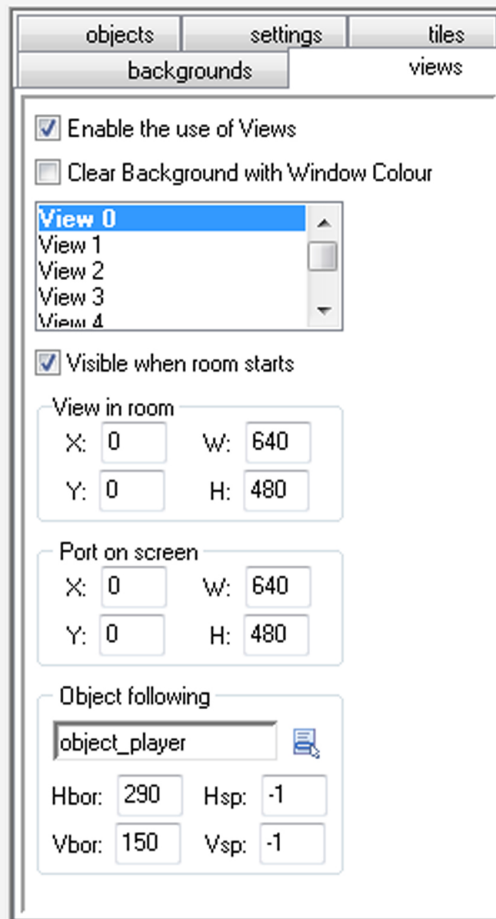
Scrolling Camera

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 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