

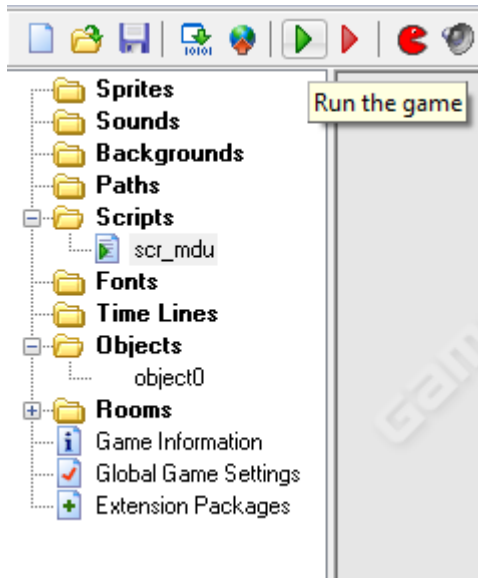







MDU – Simple Tutorial

Name	Date modified	Type	Size
 example.gmk	10/12/2010 7:56 p....	Game Maker File	41 KB
 mdu.exe	10/12/2010 8:02 p....	Application	2,468 KB






Open “example.gmk”



Run the game / example

 example.gmk	31/08/2012 12:31 ...	Game Maker File	41 KB
 MDU Web Interface	31/08/2012 12:31 ...	Internet Shortcut	1 KB
 mdu.exe	10/12/2010 8:02 p....	Application	2,468 KB
 README.txt	31/08/2012 12:31 ...	Text Document	1 KB
 scr_md.gml	31/08/2012 12:31 ...	GML File	6 KB

You should now have some extra files in your folder. Just drag / import the scr_md.gml into your game. Follow the instructions in the script. Or look at the example.gmk how it was made. Just double click on the MDU Web Interface to create your account.

 example.gmk	31/08/2012 12:31 ...	Game Maker File	41 KB
 MDU Web Interface	31/08/2012 12:31 ...	Internet Shortcut	1 KB
 mdu.exe	10/12/2010 8:02 p....	Application	2,468 KB
 README.txt	31/08/2012 12:31 ...	Text Document	1 KB
 scr_md.gml	31/08/2012 12:31 ...	GML File	6 KB

Just make sure you copy “mdu.exe” into the same directory as your game.

Please reply in the topic if you have any further questions

<http://gmc.yoyogames.com/index.php?showtopic=492699>