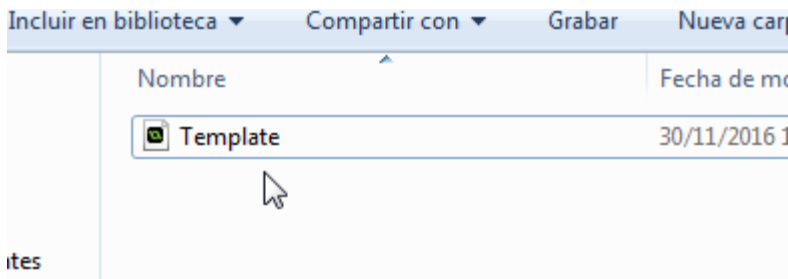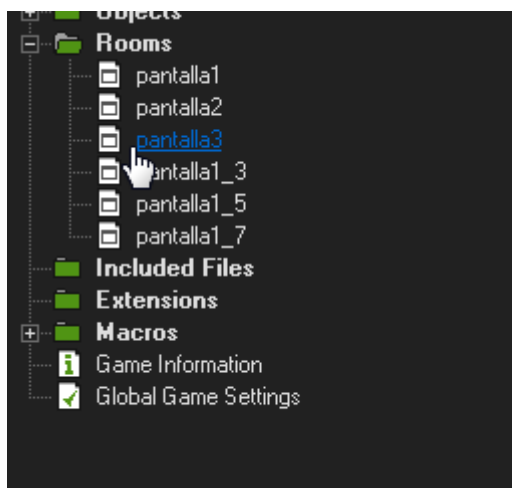CREATING THE LEVELS - GAME MAKER
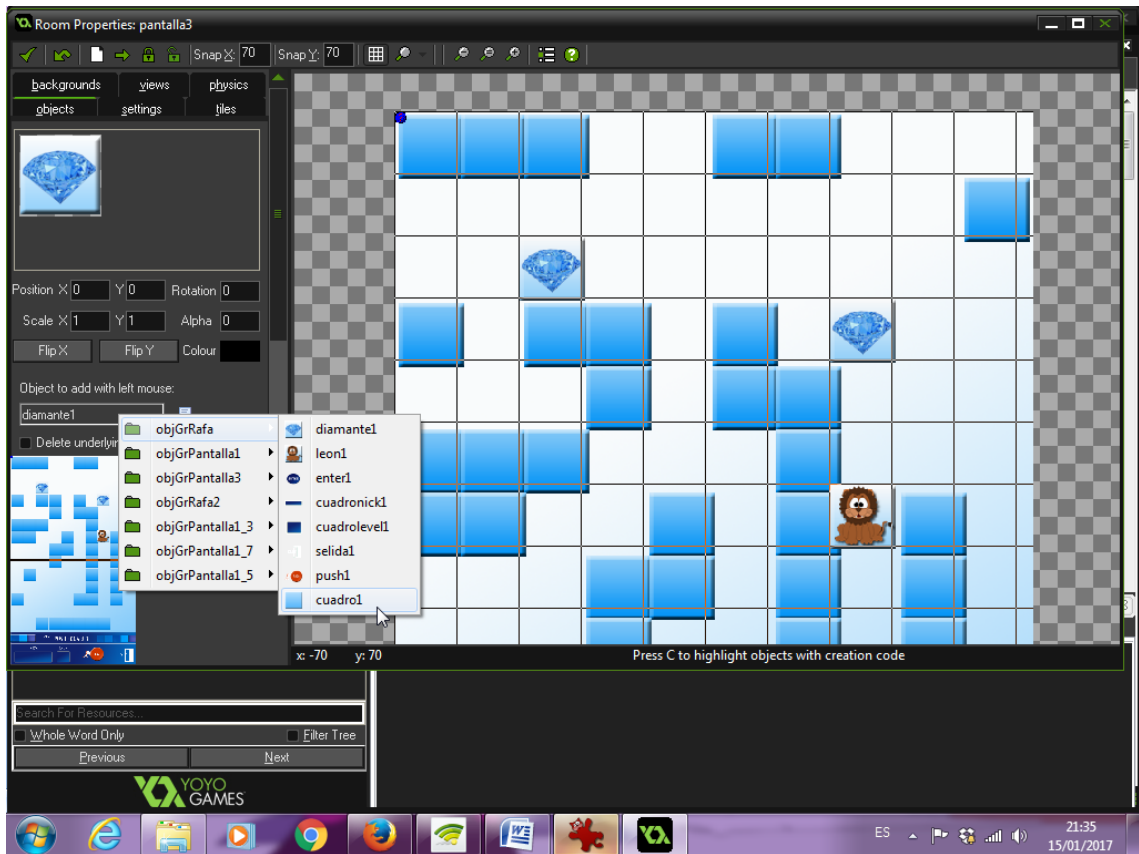
Step 1. Download the template to your computer:

Step 2. Uncompress it and open the Game Maker file template.gmz:
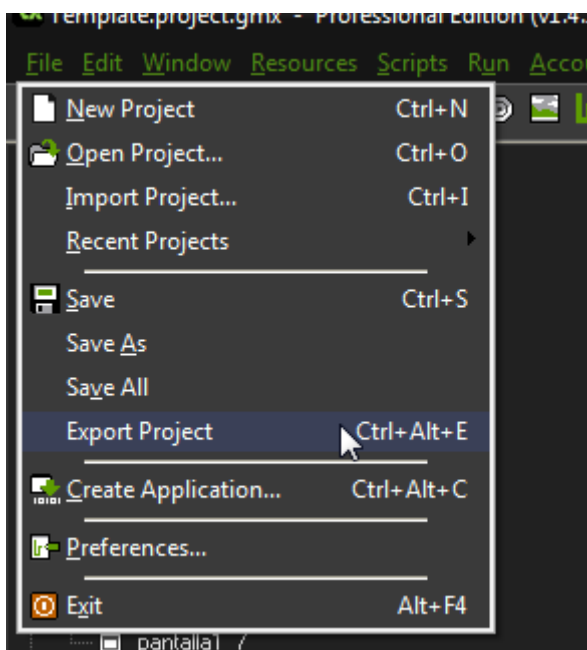
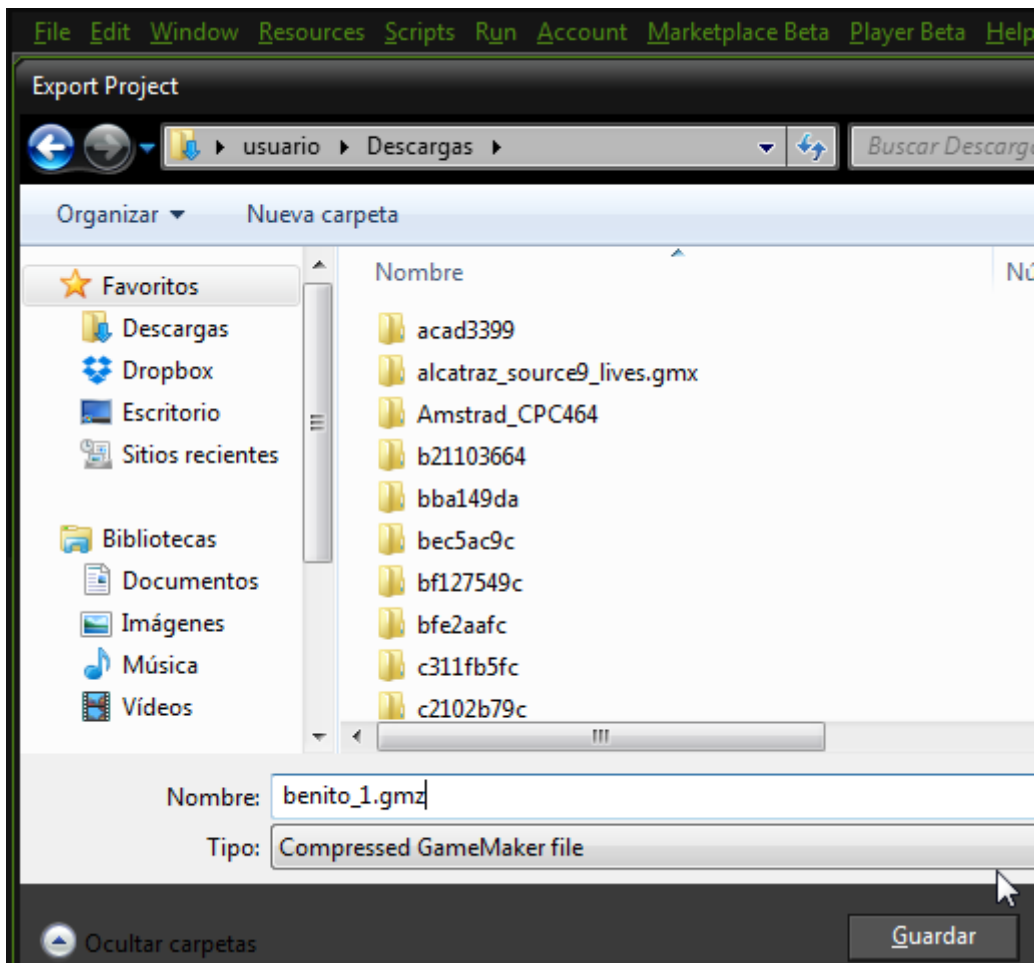

Step 3. Open the room called 'pantalla3'.

Step 4. Put the objects and the squares in the same position that the excel page. You can use the objects put into the folder objGrRafa.
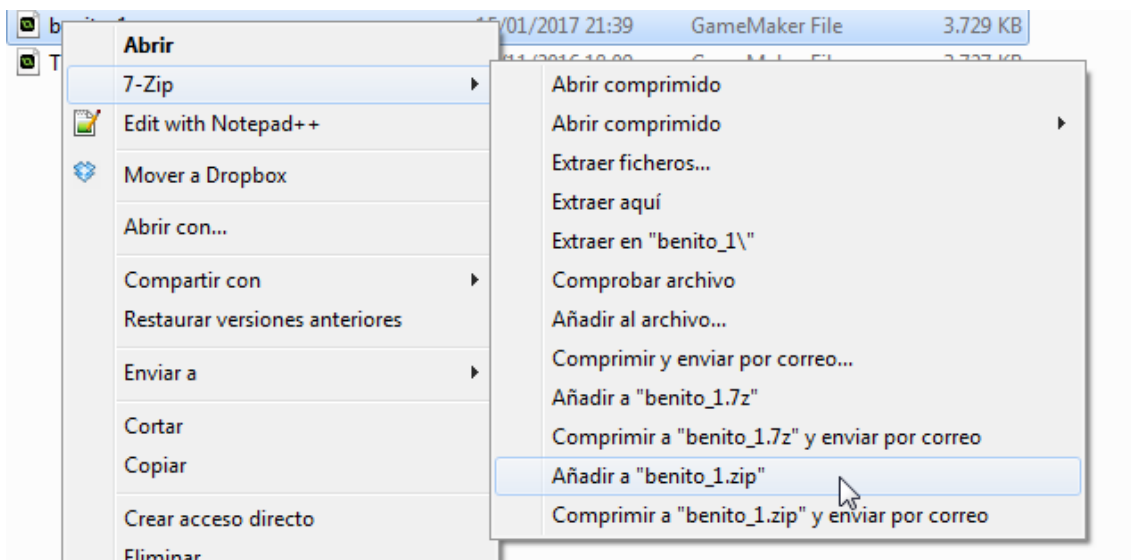
Step 5. When you complete the room, save the work. You have to export the project to a .gmz file. Use the name of the author of the excel page and a number to know what page have you made:

Step 6. You have created a .gmz file! Now, you have to compress it in order to upload to TwinSpace. So, compress it... (.zip or .rar file)

Step 7. Upload the compressed file to TwinSpace, in the folder of your team.