IGM Tutorial I: Exporting To Flash
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The first thing you should know is that there are some things that you aren't able to do when you export to flash. Here's the list:
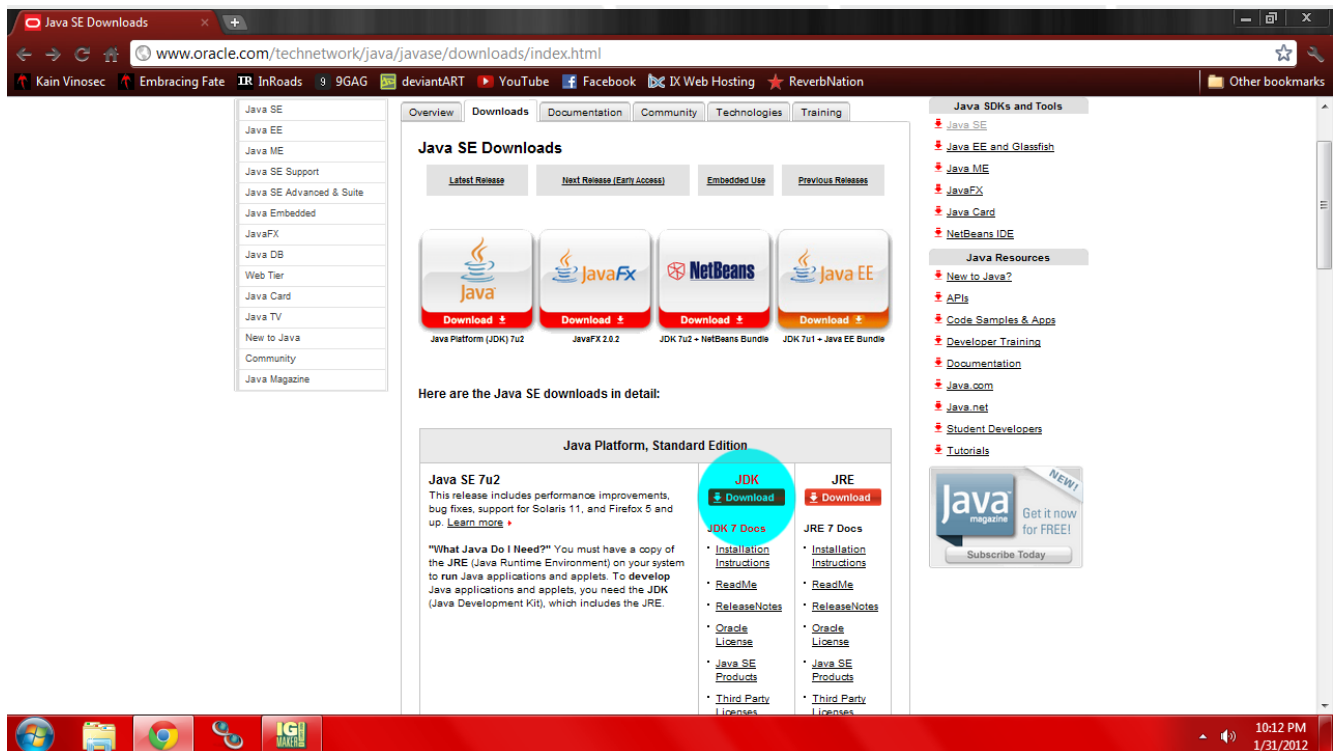
- You cannot use a controller or the right-click of a mouse for inputting commands.

- If you use True Type Fonts (TTF) for your game and the person playing doesn't have the same font installed on their computer it will use a default font instead.

- Sound effects don't work.

- Wallpapers can only be displayed in actual size, oriented to the upper left of the screen. If they aren't it seems to default to a tiled view.

- Tiles cannot change.

- Slave gadgets can not match the master gadget's angle, scale, or luminance.

- Large maps or a large number of gadgets may cause lag.

- If you set a gadget to move too fast hit detection does not work.

  In the screenshots below look for blue highlights, numbers, or messages for points of interest.

  Let's get started with the installs! The first thing you will need to do is install the Java Development Kit (JDK). It is a pretty straight forward install, so I won't go into too much detail. http://www.oracle.com/technetwork/java/javase/downloads/index.html – Basically head there, scroll down a bit, and click the orange download button under the first JDK option you see. Here's a screenshot!
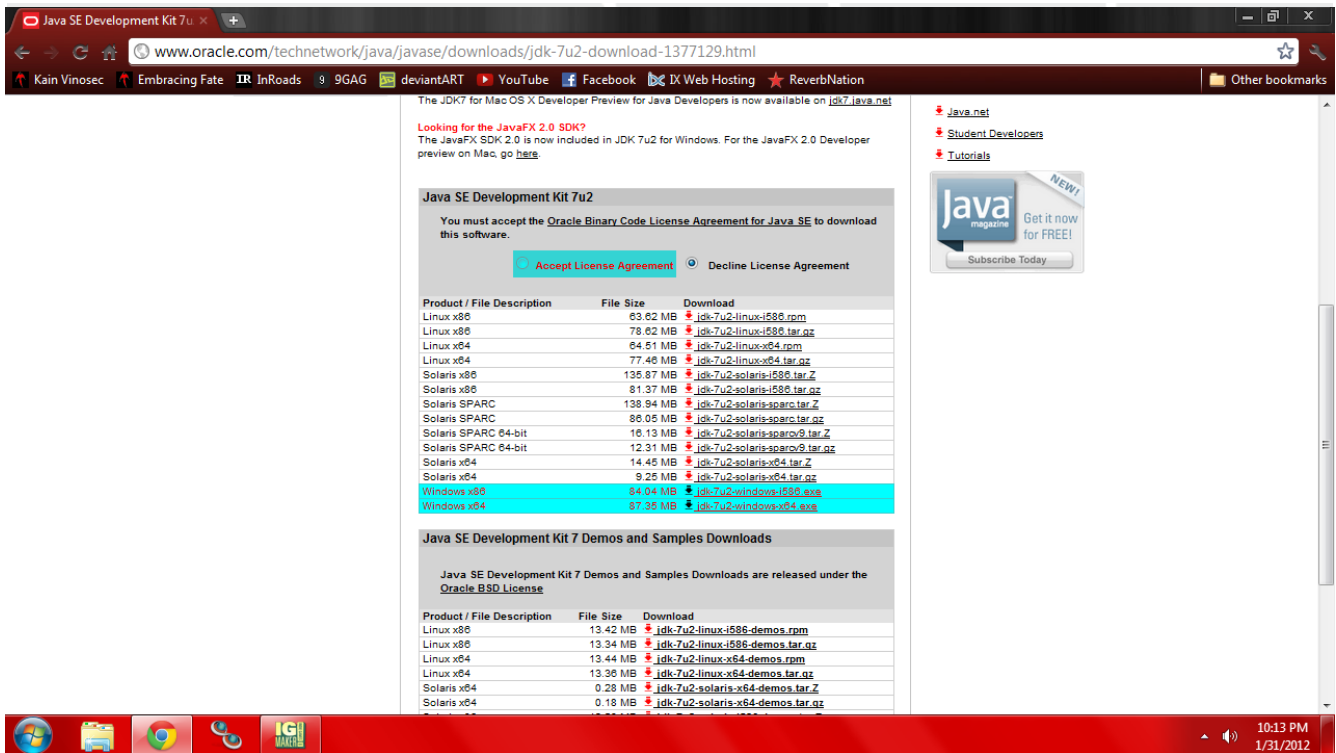
Now that you're on a new page, you'll need to determine whether you have 32-bit or 64-bit Windows. If you're not sure you can check by going to your control panel, and then clicking on system. For more detailed instructions on checking this, you can go to this link - http://support.microsoft.com/kb/827218

Once you have that figured out, you'll want to pick whichever download suits your version of Windows (32-bit users will want to download x86, 64-bit users will want x64). Then you just download the file and run the install. Like I said, it is a pretty standard install so I won't go into it much. Oh, and don't forget to accept the license agreement on that page! Here's a screenshot of what you're looking for.

It is a very basic install and you shouldn't need any help, but if you do here is the link to Java's guide - http://docs.oracle.com/javase/7/docs/webnotes/install/windows/jdk-installation-windows.html#Run

Once you are done with that install, we can move on to the Adobe Flex SDK! This is also a pretty easy installation, but it does involve setting a Path variable which will probably be new to a lot of people. Don't be intimidated! It's actually very easy. Start by going to this link - http://sourceforge.net/adobe/wiki/Projects/ - Once you are there, you'll want to download the first zip available for Build 3.6.0.16995A. Screenshot time!

Once you've clicked that, scroll to the bottom of the new page and click on the check box for the License Agreement(s), then just below that click Download Zip. Because this is a zip file you'll have to extract the folder after you finish downloading. After the folder is extracted, I highly recommend renaming it to something easier to remember. I renamed mine flex_sdk_3, but this isn't really an important step. Just makes the next bit easier.
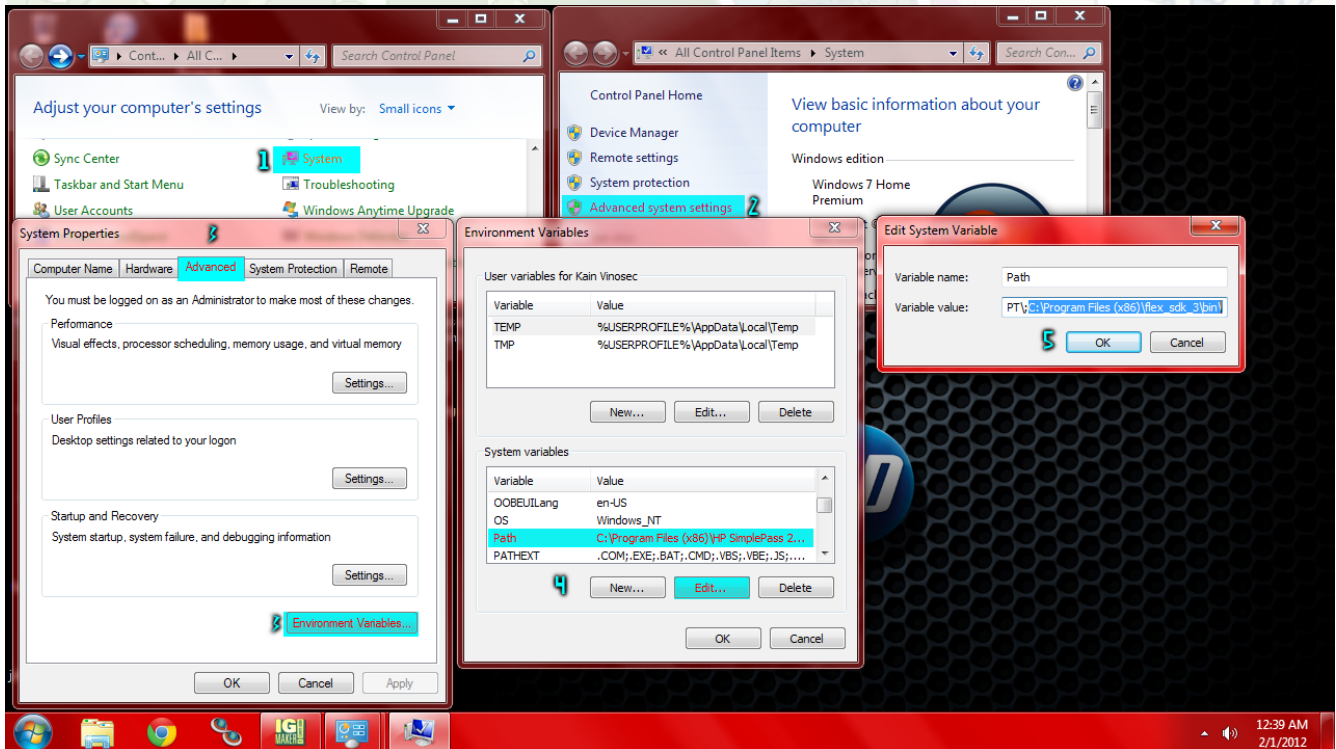
Now you have to put this folder somewhere on your computer where it is going to stay. I put mine into my Program Files (x86) folder. Once you have it placed, go into this folder and locate another folder called bin. You need to know the location of this folder on your computer.

As an example, the location of it on my computer is – C:\Program Files (x86)\flex_sdk_3\bin\ – A quick way to check this is to open the folder, right click in a blank space and click properties. A window should pop up showing you the location of the folder. Mine says – C:\Program Files (x86)\flex_sdk_3 – so you just add \bin\ to that and you're good to go.

Now we have to change an environment variable in Windows. For the various versions of Windows, you're basically going to want to go to Control Panel, and click System (I think in Windows Vista it would be System And Maintenance). Then, you want to go to Advanced System Settings (in Windows XP and Vista this may just be a tab that says Advanced). Towards the bottom of the open window there should be a button that says Environment variables. Click that. There will be a box or two.

One should be scrollable and should be labeled System variables. Inside this box is a variable

called Path. Click on it, and then click the edit button. Go to the very end of the variable value. You should either see it end with a semi-colon (;), or something else. You want to make sure you add the semi-colon if it isn't already there. If it is, then all you have to do is add in the location of your Flex SDK bin folder. Below is a screenshot with numbers showing you the steps and important areas highlighted in Windows 7.

That's it! The setup should be complete. You should now be able to open IG Maker and export a game to flash successfully. If you are having any problems with exporting to flash after following this tutorial, don't hesitate to ask us questions in the forums!

Flash export options sounding kind of awesome? Want to buy IGM? Use the coupon code "**igmakerohyeah**" at check out to get **10%** off your purchase of IGM.