

How to Make a GameMaker Application (EXE) File

In GameMaker go to **File** (top left)→Click **“Create Application”**

Choose your **Removable Drive/Flash Drive** (it will not save an exe to your H/R2D2 drive)

Rename the file name to your name and what the game title is (Example: KirkPlatformer)

Change the **“Save as type”** to **“Single runtime executable (*.exe)”**

Click **“Save”**

Upload the .exe file to OneDrive

**NEVER UPLOAD A GMX OR GMK FILE TO ONEDRIVE- I WILL NOT BE ABLE TO OPEN. NEVER JUST
RENAME A FILE EXTENSION TO .EXE YOU MUST FOLLOW ALL STEPS ABOVE OR GAME WILL BE
CORRUPTED**