
GETTING STARTED WITH TETRIS EXAMPLE!

Thankies!!!

Thankies for buying my TETRIS base! Read this simple HOW - TO document for better understanding of my crappy code :D

How to make bigger game field?

Well, just build bigger one with `obj_wall` object! After that, edit `game_init` script and change commented values :3

How to change controls?

Easiest thing! Edit `keys_set` script and you will surely know what to do!

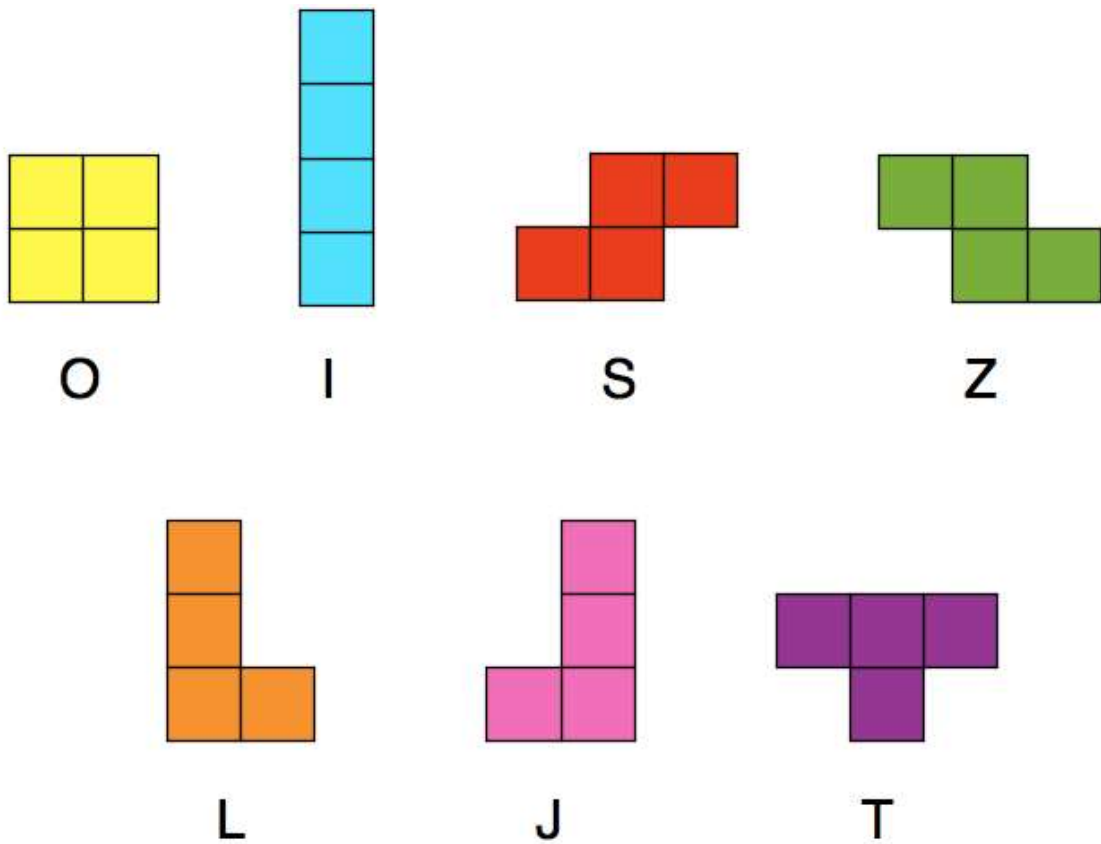
How to change colors?

You don't need to! Every color is randomly generated and unique :3

(but, if you want, you can edit `create_block` script. You will know what to do. Color parts are commenter.

How to change Shapes?

Easy! Just edit `create_block` script and change shape to... Something else :) Here is litte image with supported shapes.



Just type L or J or T or what you want. **ATTENTION!! TYPE JUST T, NOT "T"**

How to change speed?

Easy! In object control, edit alarm0 and, you will know what to do..

How to change game over action?

Easy! Open obj_solid and edit step event. You wil know what to do. Sript is commented again.

How to get score?

Easy! Just use get score script! Write something like : `global.score = get_score();` Or you can just work with score variable which is called **“scr”**

How to change score per block?

Easy! Open script game init and **change variable scoreperblock on line 4.**

I HAVE MORE QUESTIONS!!!

Well... ok :D Just send me your question to druiduv.net@gmail.com and i will try to help you!