



INSTRUCTIONS FOR GAME MAKER STUDIO USERS

WIN and LOSS

Simply unzip the file **Blur.zip** and import the extension **Blur.gmez** inside GMS as shown in the screenshot and you are ready to use the functions **texta_close()** and **texta_win()** in your code!



Scaling

Scaling for mobile in HTML5 can sometimes be complicated for GMS. Check to see how your game is scaling via the browser in your mobile phone if able.

Here's some help getting HTML5 exports to scale correctly:
<https://www.yoyogames.com/blog/67/scaling-for-html5>

Feel free to reach out to us if you need further assistance.