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1: Getting Started
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With Clickteam Fusion's amazing event editor system, you are able to quickly generate games or apps without having to master a traditional programming language. Clickteam Fusion is a game and application authoring tool that allows you to design and

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users to create simple, 2D games. As such, this book does a great job of walking the reader through creating his or her first game. The book starts from the very beginning, offering readers a good overview of Fusion's interface.

Getting Started with
Clickteam Fusion by
Jurgen Brunner

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Clickteam Fusion has been around in various guises since 1993, with their latest offering Clickteam Fusion 2.5 now having a free version to create code free 2D games which you can publish to many different platforms including Steam, the iOS app store and Android app store. Clickteam Fusion 2.5 free

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edition allows you to make games in HTML5 for easy sharing with friends, and has Box2D built in, meaning 2D physics based games (such as Angry Birds) are really easy to make.

Clickteam Fusion | Into
Games

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Fusion ' s amazing event
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able to quickly generate games or apps without having to master a traditional programming language. Clickteam Fusion is a game and application authoring tool that allows you to design and develop games for Windows, iOS, Android, Flash, and XNA for Windows mobile phones and the Xbox.

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A simple tutorial for
making a platformer
game in Clickteam
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we will cover the absolute
basics. -=Links=-

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hour you will have
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is no longer supported

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on clickteam, they do have related articles, tutorials, and Nivram's sight is about the best you will have for learning scripts of any nature, plus a few other sites. Fusion 2.5 is now the mainstream and pretty difficult to get a response on forums for 2.0.

Amazon.com: Customer reviews: Getting Started

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Clickteam - Clickteam Fusion 2.5 Free Edition
Quickteam Fusion is a 2D cross platform game engine that takes a codeless approach in a similar vein as

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Construct2 or Stencyl.
First released as Klik and
Play in 1995, it was later
rebranded The Games
Factory, then Multimedia
Fusion then finally
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A Closer Look At
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Clickteam movements. You have already used two different built-in movements, the simple platform and the pinball movement in Chapter 2, The Editors of Fusion – Your First Game!. Both are very helpful for creating small games or prototypes, but there are many more built-in movements you can choose from. All the

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movements are controlled by keyboard, mouse, or a joystick/joystick when you are working on a personal computer.

Clickteam movements -
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