

GM GameConverter v1.51 reads documents that were created with versions of GameMaker from v0.95 - v1.33 and creates a new document using GameMaker v1.5 format. The new file will have the same name as the old one except that ".CNVRT" will be added to the end of the name. If a document with that name already exists (which may mean you already converted it), a dialog box will appear asking you to select another name. The old file will not be deleted so you can still use the old file with older versions of GameMaker.

#### RECENT CHANGES TO GM GAMECONVERTER

- v1.51 fixes a bug in v1.5 that was not saving some animation and sounds to the new file.