



Welcome!

Let's get started! Last updated: June/6/2022

But before we start let's put all image content in the folder that was made for your game. I made a game



There will be a folder made with that name where you can put the images and all data for your new fnaf game!

Office Editor (basic)

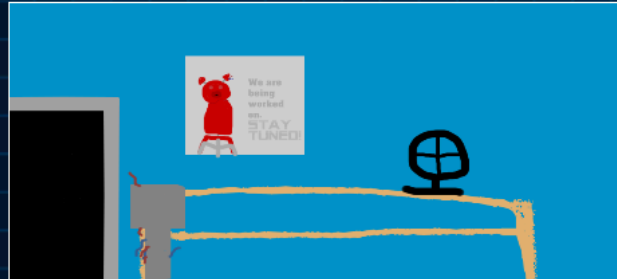


The office is pretty easy to set up. You can use images from online or make your own images.

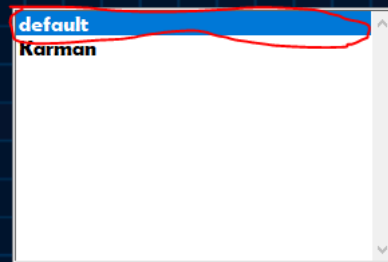
Press ESC to go back

Office

Preview



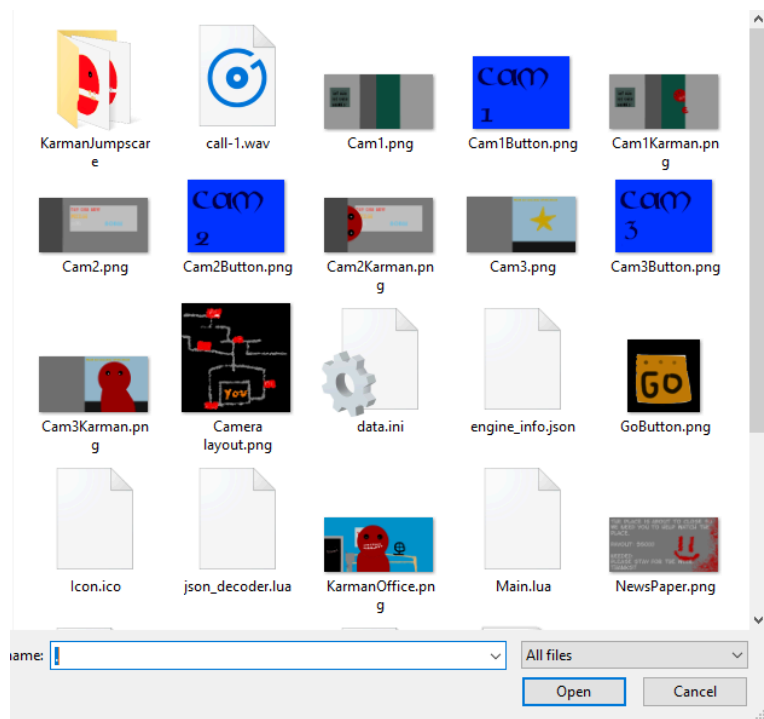
Change



>> New Office State
Delete Selected State

(This data above works with only 1 animatronic.)

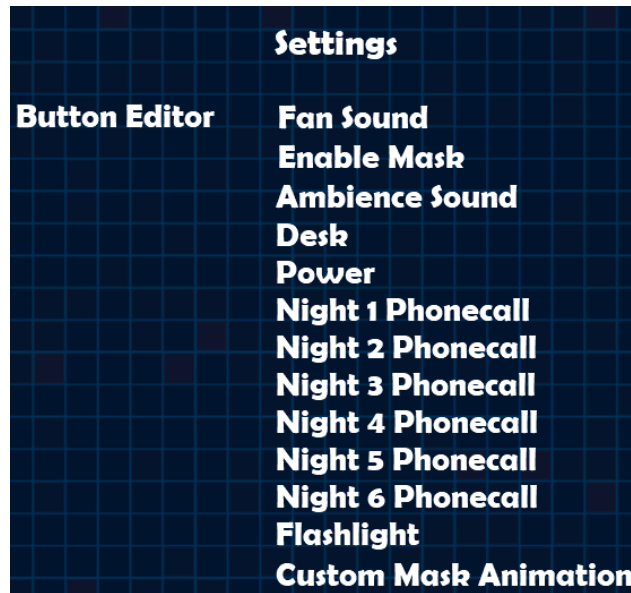
You press on an office type til it's highlighted blue . Then you will press change.



(Make sure your images are in

this folder of your game)

You can choose an image for the office.



This is pretty much easy to set up.

Here is a breakdown on everything for the office settings.

Fan Sound - Choose a .mp3, or .wav (.wav preferred)

Enable Mask - Check for a mask with a toxic bar

Ambience Sound - Choose a .mp3 or .wav (.wav preferred)

Desk - Check for a desk with a fan in the office

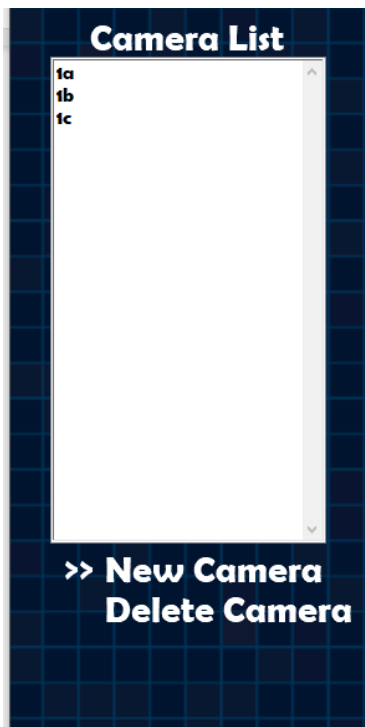
Power - Check to add limited building power

Night 1 to 6 Phone Call - Choose a .mp3 or .wav (.wav preferred)

Flashlight - Check to add a usable flashlight

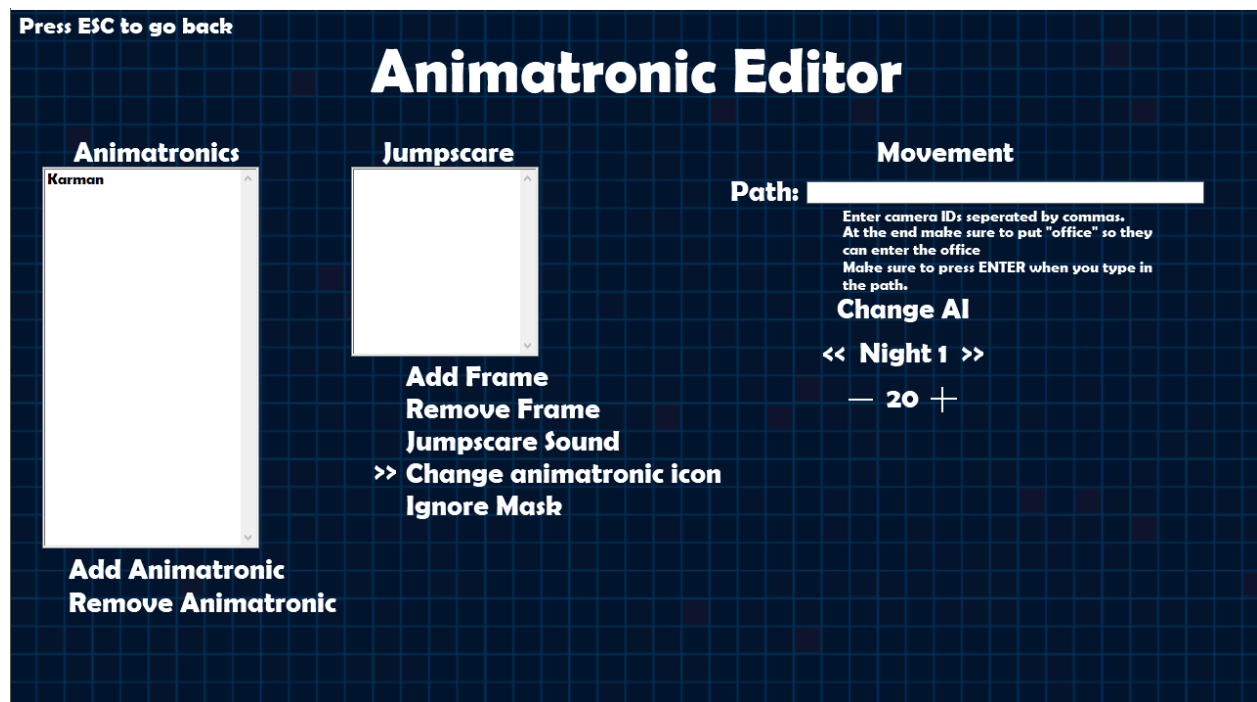
Custom Mask Animation - Select a folder with the animation of the mask with each frame. (This will go over the entire screen)

2. Camera Editor



Press New Camera and give it a name. For a basic you can just give it a name like the picture above.

But before you do this you would need to create animatronics in the animatronic editor.



In the First area you will create an animatronic AI.

Once you do this then you can edit the jumpscare by adding frames. If you would like to upload a gif you can use this website to get each gif frame.

[<https://ezgif.com/split>]

There are a few extra settings you can use to edit the jumpscare.

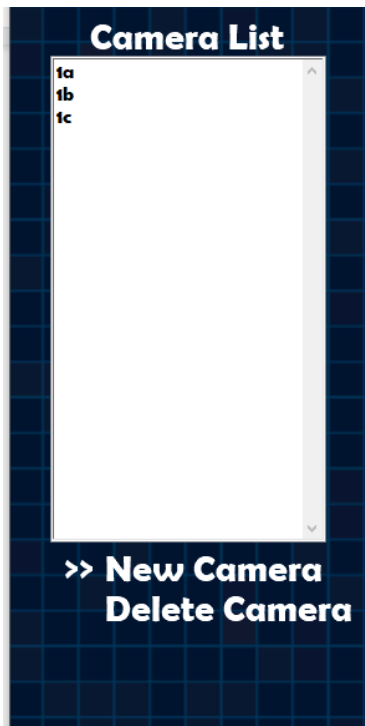
Jumpscare Sound - Upload a .mp3 or .wav (.wav preferred)

Change animatronic icon - Change the icon of the animatronic

Ignore Mask - Check to have this animatronic not be stopped by the mask
(Note: This only works if you have the mask enabled in 'Office Settings')

Now the path will need us to go back to the Camera settings to set up the cameras.

Let's say you used the 1a, 1b, 1c format.

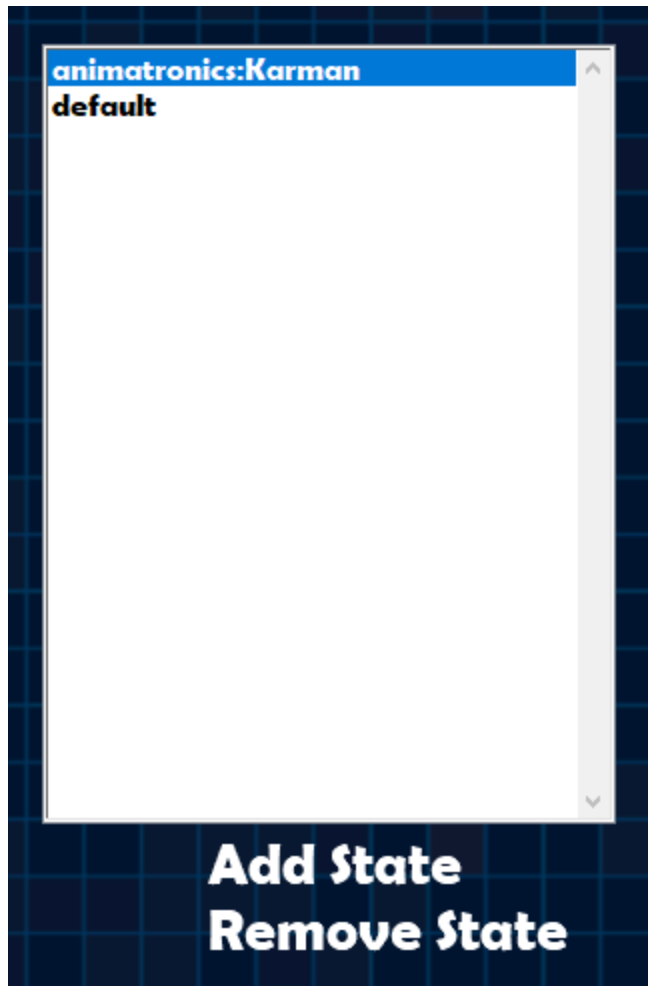


You now need to give those cameras a view.

(Please note: There is no need to make the image of the camera with a static effect as the program already does it for you)

Press on one of the cameras from the camera list and create a state.

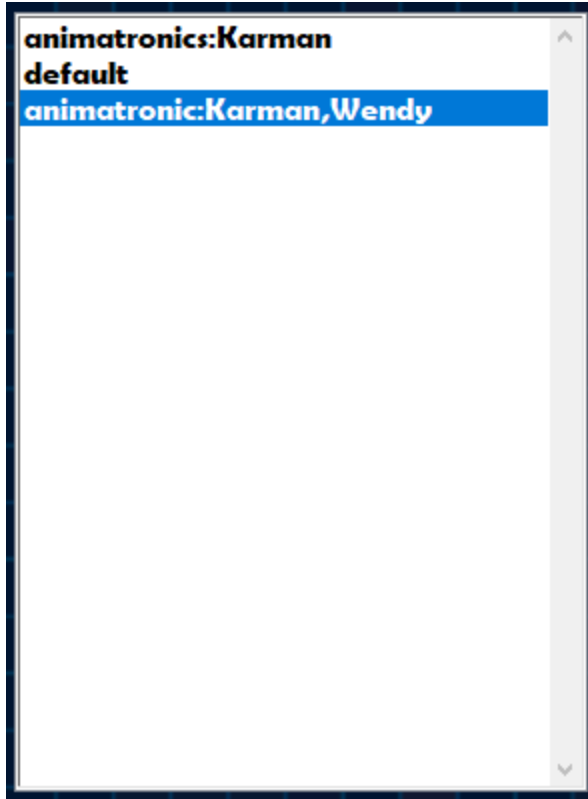
In the state, make sure to create one named "default" where you will add the image of the specific camera without the animatronics, if you don't name it "default" it won't work.



**The state can not be any place holder.
The state must be like the example.**

**You would press Add State then add it like above.
You need a state called default and a state called
animatronics: with the names of the animatronics, (everything
is case sensitive)
Follow the example above.**

With cameras with multiple animatronics you will do the same but use a comma with the other animatronic's name without a space.



No spaces will be used unless the name of the animatronic has a space in its name. You can add an endless number of animatronics to one camera. But if anything is wrong it wont work. And for cameras with 3 or more animatronics make sure there is also a camera with each animatronic without one or more just in case one of the animatronics move. Or there will be 2 of the same animatronics in the same place. If you want to make your own images, use programs like PhotoShop, Paint.Net, Microsoft Paint , Paint 3D, and Paint Tool Sal.

Image creating software:

[Photoshop \(Basic Package | US\\$239.88/yr\)](#)

[Paint.NET \(Single Payment of \\$9.99 | Or free\)](#)

[Microsoft paint and paint 3d \(Free\)](#)

[Paint tool sai \(Single Payment of \\$50.05\) \(What I use\)](#)

Model creating software:

[Blender \(free\)](#)

[C4D \(Very Expensive | \\$945 min\)](#)

[3D's Max \(VERY Expensive | \\$195.00 / MONTH | \\$1,545.00 / YEAR\)](#)

A good program to use for making good camera positions in a 3D environment is SFM: [SFM \(free\)](#)

To make the animatronics move correctly, go to “Animatronics Editor” and click on “Path”.

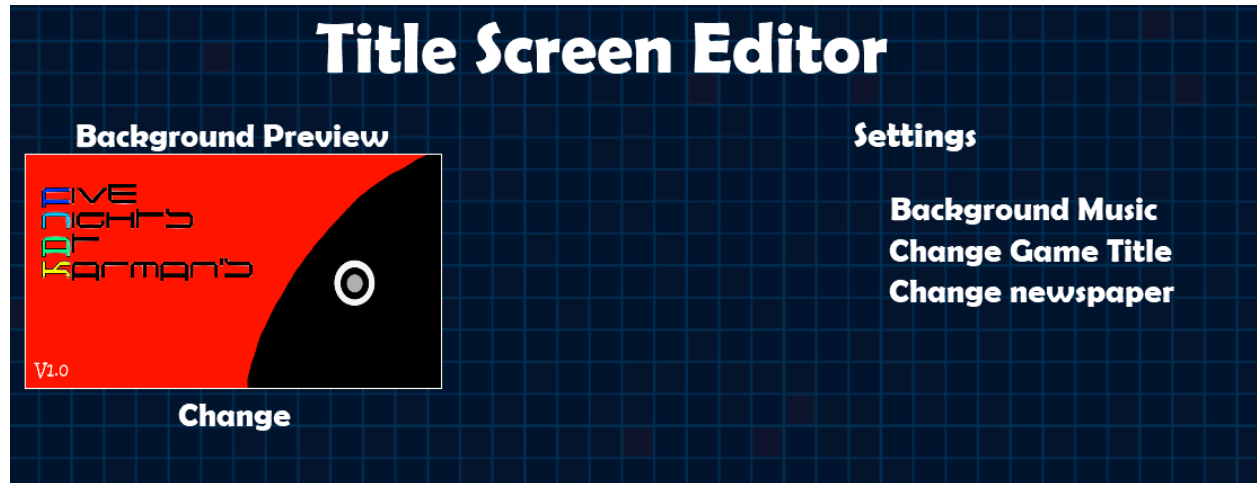


Then type in the camera names and press Enter when you're done, if you don't it will not save.

That should make the animatronics move correctly so let's move on to “Title Screen Editor”

>> Title Screen Editor

Everything is basically self explanatory.



Background Music - Choose a .mp3, or .wav

Change Game Title - Changing the Game Title which will only work if you add "n/"

[This is not needed if your title screen image has the title as shown above]

Change Newspaper - Changing the Newspaper at the start of the game. **(optional)**

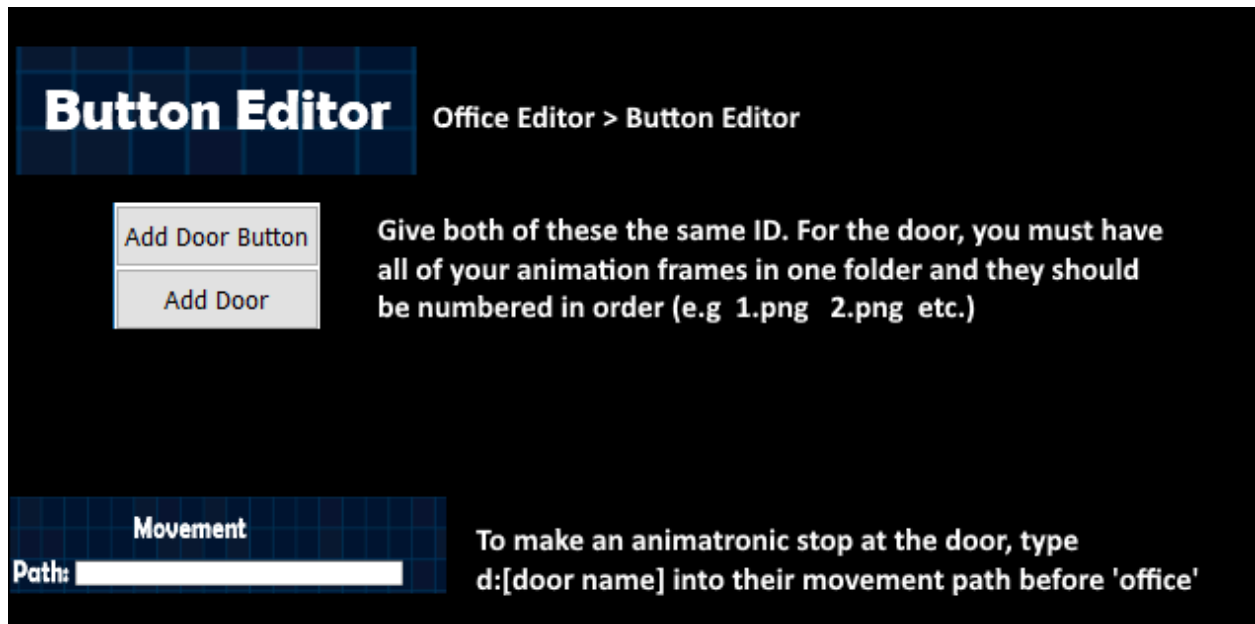
Other Stuff:

Lights: Lights is something that you can add by going to "Office Editor" and clicking "Button Editor" and add an image of a button in your office. To make them work, create a state, the first light state will be "light:empty, and in the second one name the second button whatever you want, but you have to put "lightname:empty" and it works!

Animatronics in office: For this to work create a state named "animatronic:" with the animatronic name, add the image and it works!

Doors: To make a door work go to "Button Editor". Put the image of the door button after clicking "Add Door Button". Make a folder with all the animation frames of the Doors and add it in the game folder, click "Add Door", find and click the folder with the door frames. After that you have to place it. Then it will ask you if it drains

power, when you respond it well then ask you for the doors sound effect, find the sound effect for the doors on the game folder, Click it and, Voila! Now you have functioning doors!



Credits to: [sanic#5653](#) **for this image guide.**

Q&A

Q: "How Do I save and export my game?"

A: To export your game you must go to the main menu and click compile game which exports your game so you can upload it in GameJolt or another website.

Q: "How do I add Jumpscare sound?"

A: Go to the animatronic editor, click the animatronic and click "Jumpscare sound." and Voila! It works (Choose an audio file if you didn't know, like an mp3 or a .wav audio file)

Q: “Can several animatronics be in the same room?”

A: “Yes they can, this used to be the most asked question in the discord server.”
Go up and follow the camera setup

Q: “My custom mask animation is mixed up! What should I do?!”

A: “Make sure the folder has each frame numbered like ‘Mask1’, ‘Mask2’ and so on so it knows the order to go in.”

If the text looks wacky you may be using the new update of FNAF Game maker and may need to install this font for the text to show correctly. To fix this problem just download this .TTF file and open it like an .exe file. Then press install.

(REOPEN THE APP AFTER INSTALLING TO LOAD IN FONT)



FNAF MAKER FONT LINK:

[Berlin Sans FB Demi](#)

Direct Download:

[BRLNSDB.TTF](#)



SYSTEM REQUIREMENTS

Windows 10

Must be on the latest version.

Windows 8.1

Windows 7

Windows Vista

Must be on the latest version.

~~Windows XP~~

Not executable.

~~Linux~~

Not executable.

Mae

Not executable.

FNAF Maker issues

and how to fix them!

On the other hand of getting into FNAF Maker. There may be some problems you may face before doing some things.

When you download FNAF Maker there is no folder made for the app files so what may end up happening is if you start it, you will be stuck on a blank game screen. It's easy to fix this issue. Just create its own folder.

So make a folder called “fnaf-maker” or anything and this should fix the issue. Or you could rename the folder/file that's in the same folder as Fnaf Maker, Fnaf Maker automatically opens a folder in the same path as fnaf maker that is named Game

There are also times where the cameras are always blank. This can be an issue where it can be rare to come across. But make sure the buttons to change cameras are correct so when you use them it will work properly. This is 99.9% the problem when this happens.

Another issue I have come across myself is doors. Ever since doors came out I was always confused about them. But it's basically you pick a folder with each door frame animation. But once you set that up sometimes when the animation plays it can be mixed. To fix this label each door. The door name can be whatever but have a number for each frame so the door can be animated correctly. Same for the jumpscare animations. Just make sure each frame is labeled in a way such as "FreddyScare1", "FreddyScare2" and so on. Or you can also use letters like this: "AFreddyScare", "BFreddyScare". The number method is more efficient as a whole as you have more freedom.

Thank you guys for reading the tutorial that me and Diamond made, Diamond was the one that had the idea of course. Caesar out-

2020 Update: Uh Caesar here. I currently don't know anything on FnaF Maker anymore, I heard that further game updates are canceled. I left the discord server due to inactivity. Caesar out-