

GameMaker Studio License Set Up

Register your YoYo account <https://accounts.yoyogames.com/users/sign-up> and confirm with your sales representative so they may in turn have the licensing sent to you digitally via the manufacturer. If you have an existing account please provide the account details. If the existing account is associated with a personal license, you must create a new registration with a different email address.

Once the manufacturer emails that the licensing has been granted you will log in to your YoYo account which will take you to your Dashboard where you can then download GameMaker Studio 2 from the GameMaker>Downloads section:

The screenshot shows the 'DOWNLOADS' section of the YoYo account dashboard. On the left is a navigation sidebar with options: ACCOUNT DASHBOARD, SEATS, SEAT MANAGERS, GAMESMAKER (highlighted in green), Products, Download (highlighted with a red box), Redeem, SETTINGS, and PUBLISHER. The main content area is titled 'DOWNLOADS' and features two cards for 'GameMaker Studio 2' and 'GameMaker: Studio 14'. The 'GameMaker Studio 2' card is for 'WINDOWS IDE' and shows the Windows logo, with 'Current Version: 2.1.3.271' and a green 'DOWNLOAD' button (highlighted with a red box). The 'GameMaker: Studio 14' card is for 'MAC OS IDE' and shows the Apple logo, with 'Current Version: 2.1.3.271' and a green 'DOWNLOAD' button (highlighted with a red box).

Note your account will also have been credited with a free permanent Teacher License:

The screenshot shows the 'PRODUCTS / LICENCES' section of the YoYo account dashboard. It features a header for 'GameMaker Studio 2' and 'GameMaker: Studio 14' with a 'LICENCE RECOVERY' button. Below this is a section titled 'OWNED BY YOU' which contains a table of licenses.

Product	Purchased	Expiry	Status
 Teacher Licence more info v	20 Jun 2019	Permanent	OWNED

This license permits you to install GameMaker Studio 2 for Desktop, giving you the ability to fully test and evaluate the product and compile for the desktop targets: Windows, macOS and Ubuntu (Linux). When you install GameMaker Studio 2, you will be prompted for log in details, and you should give the account details for the Seat that you have created as a teacher (see below for full details).

For information on the installation of the software for Windows & Mac and setup guides for all export targets, please read our Help Article Setting up for Education Use <https://help.yoyogames.com/hc/en-us/articles/360024348172-Setting-up-for-Education-Use>

Managing Seats

Your account will now have two new sections labelled Seats and Seat Managers. To start with, in the Seats section, you can assign the "seats" for the users within your institution that will be using the program - a "seat" is simply the username and login information for a machine that will be using GameMaker Studio 2, and which will later be assigned to one of the Licences you have on your account.

Note that being the holder of the Education License does not permit you to download and log in to GameMaker Studio 2 using this license, it only permits you to assign seats and buy further product licenses. This means that when you set things up you will need to assign a seat for yourself too.

Initially there are no seats assigned to your account and only the Teacher license will be shown, with one seat available:

The screenshot shows the 'SEATS' management interface. On the left is a sidebar with navigation options: ACCOUNT DASHBOARD, SEATS (highlighted with a red box), SEAT MANAGERS, GAMEMAKER, SETTINGS, and PUBLISHER. The main content area is titled 'SEATS' and contains an 'Important information' box stating that the education master account cannot log into the IDE and that seats must be created. Below this is a table showing the 'Teacher Licence' with '0 / 1' seats used. At the bottom, there are two buttons: 'Create a new seat' and 'Download CSV'.

Licence	Seats Used / Limit
Teacher Licence	0 / 1

Username	Licences	Last used
No seats have been created yet		

The section Assigning Seat IDs To A License further down in this article explains how to assign a seat to your Teacher license (and any other license purchased).

Obviously, the Teacher license is fine for an educator to test and evaluate the product or get started creating course-work, but you will need to purchase additional licences to assign further seats for the students to use the product.

You can purchase further licenses from Studica by requesting a quote: <https://www.studica.com/yoyo-games>

Before continuing to purchase any GameMaker Studio licenses you should make sure that the systems which are going to be using the program meet the minimum specifications listed here: <https://help.yoyogames.com/hc/en-us/articles/227860547>

Please note there is a minimum required purchase of 5 seats per license type.

Buying Additional Licenses

There are two types of licence that can be bought for students, and each can be bought for a one month, 12 month or 24 month time period:

Educator - This license grants the user the Desktop compile targets, which gives full access to the product and permits the user to compile projects for Windows, macOS, and Ubuntu (Linux).

Achiever - This license grants the user the Desktop, Mobile, Web and UWP compile targets , which gives full access to the product and permits the user to compile projects for Windows, macOS, Ubuntu (Linux), Android, iOS/tvOS, HTML5, and Windows UWP.

All licenses are timed licenses and after the selected time period is over, you will need to re-purchase to continue using the product.

Assigning Seat IDs To A License

If you haven't created any seat IDs yet, then you should go ahead and create seat ID accounts for each computer that will be using the licensed product, as well as one for the Teacher Licence of the account.

To create a new seat ID, you need to be on the Seats section of your YoYo Account and then simply click the Create a new seat button. This will take you to the following page where you need to give some basic information about the user that will be assigned to the seat.

CREATE SEAT

Username 

A randomly-generated seed will be appended to the username provided; the resulting combination will be required to log into the GameMaker Studio 2 IDE. This username cannot be modified.

Seats

Password 

Confirm Password 

Access to... Educator (1 Year) – 5 seats remaining
 Teacher Licence – 1 seat remaining

If no export modules are selected, this seat will only have access to the GameMaker Studio 2 Trial.

Here you give a username and password combination which will be required to log in to GameMaker Studio 2 later. Below that is a list of the licences that the seat can have Access to... and you can select the licence that you want to assign the seat to use.

Once you have created and assigned seats they will be shown on the Seats page for the account:

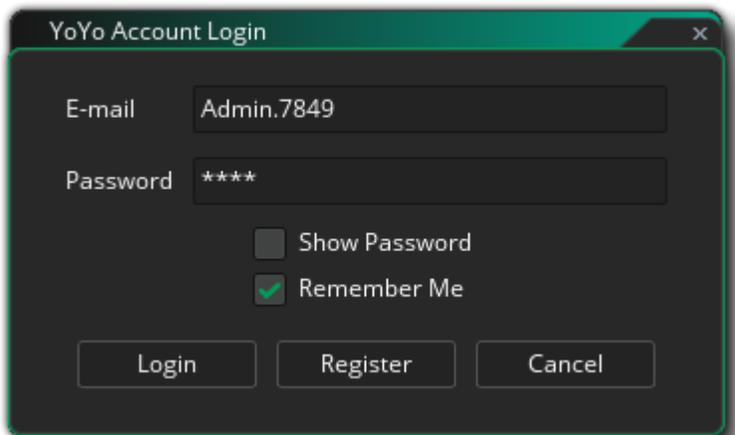
Username	Licences	Last used	
Admin.001.8513	Teacher Licence	Never	Delete
Student.001.1730	Educator (1 Year)	Never	Delete
Student.002.6395	Educator (1 Year)	Never	Delete
Student.003.1979	Educator (1 Year)	Never	Delete
Student.004.2963	Educator (1 Year)	Never	Delete
Student.005.5997	Educator (1 Year)	Never	Delete

Create a new seat

Download CSV

View invoices

Note that all usernames created for seats will be appended with a randomly-generated seed value. The resulting combination of username and value will be required to log into the GameMaker Studio 2 IDE, as shown here:

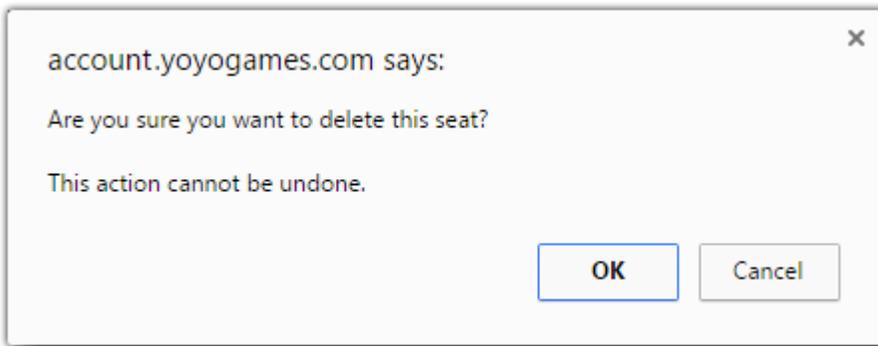


Important! Once a seat ID has been used to log in to GameMaker Studio 2, both the seat ID and the computer running the GMS2 IDE will be linked, and you cannot use the seat ID to log in to GMS2 on any other machine.

Note that if you wish to change the licence that a seat ID has been assigned to, then you will have to remove the seat from the Education account and re-create it, as individual seats cannot be changed once created.

Removing Seats

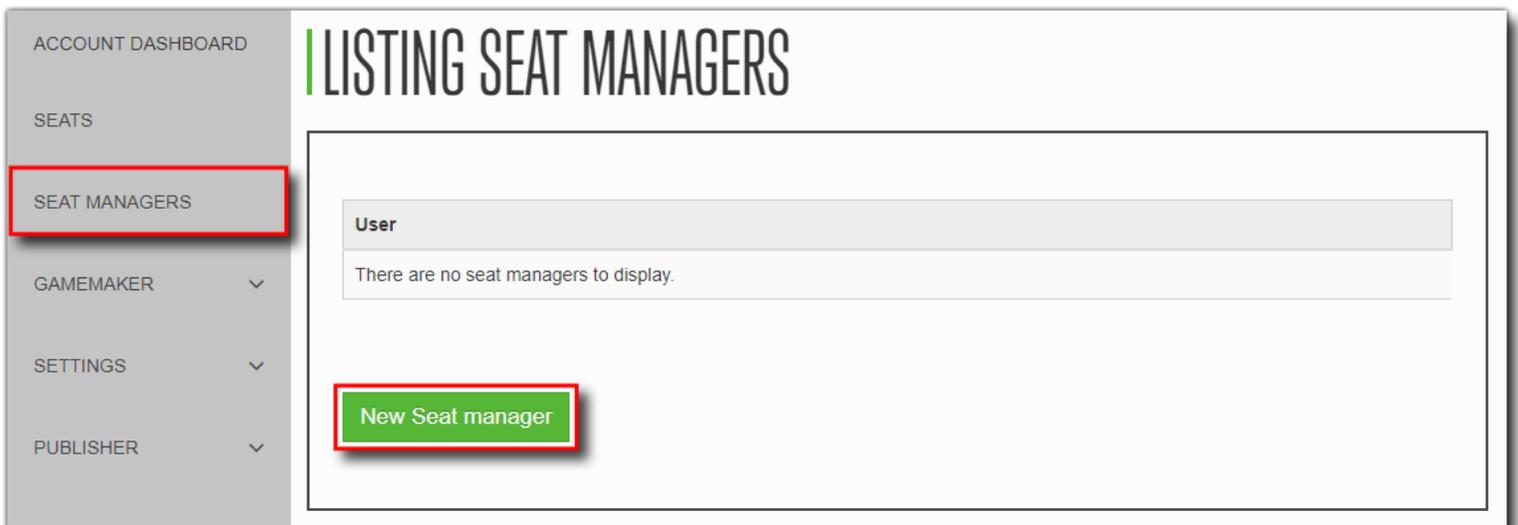
You can remove a seat ID from any paid/upgraded licence at any time, and this will "free up" the seat for you to add a new license to. To remove a seat, simply click the Delete button to the side of the seat. This will show a prompt in the browser asking if you are sure:



Clicking "Okay" will remove the seat ID and free up the seat for the licence if it was a paid license, meaning that the seat can be reassigned to another seat ID (so, seats can be re-used, but seat ID's can't).

Seat Managers

It may be that you want to permit another user to assign seats to a group of people, but you don't want them to have Master access to administrate your YoYo Account. In these cases you can add them as a Seat Manager from the section of the same name:



Here you should click on the button "New Seat Manager" and then go on to fill in the email address of the person you wish grant the permission, as well as the number of licences that they will be able to assign:

NEW SEAT MANAGER

Licence	Seats Used / Limit
Educator (1 Year)	5 / 5
Teacher Licence	1 / 1

User Email

Access to... Educator (1 Year)
 Teacher Licence

[Save](#)

IMPORTANT! The email that is given here must also be associated with a YoYo Account, so the Seat Manager will need to have made an individual account before assigning their email here.

Once you have assigned one or more Seat Managers, they will show up on the main Seat Manager screen:

- ACCOUNT DASHBOARD
- SEATS
- SEAT MANAGERS**
- GAMEMAKER
- SETTINGS
- PUBLISHER

LISTING SEAT MANAGERS

User

akfzyqnv@sharklasers.com [Edit](#) [Remove](#)

[New Seat manager](#)

The Seat Managers themselves will now have a new option from their YoYo Account dashboard for Seats, and if they click on it, they will be shown a simpler version of the Master account seat administration page:

ACCOUNT DASHBOARD

SEATS

GAMEMAKER

SETTINGS

PUBLISHER

SEATS

Licence	Seats Used / Limit
GameMaker Studio 2 Desktop (Education)	0 / 10

Username	Licences	Last used
<i>No seats have been created yet</i>		

Create a new seat

Download CSV

The manager can now assign seats or remove them, as explained in the sections above.

Summary

The general flow for getting, installing and using GameMaker Studio 2 looks like this:

- Create a YoYo Account to administrate the Education License.
- Contact Studica Inc. to verify the account was registered.
- Download GameMaker Studio 2 and install on all the machines that will be using it.
- Purchase (or upgrade) any additional licences as required.
- Create seat IDs for the users (don't forget to make one for the Master Account administrator), and assign them to the correct license;

or

- Create a Seat Manager and then have them create and assign seats.
- Run GameMaker Studio 2 and when prompted to log in, use the seat ID username and password.

If you have any issues with this process, please contact the YoYo Games Helpdesk <https://help.yoyogames.com/hc/en-us>

