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About This Software

Game and software creation has never been easier or quicker than with Clickteam Fusion 2.5! Discover the tool used by so many multimedia professionals, game creators, and creative people from all walks of life.

With CF2.5's amazing event editor system you are able to quickly generate games or apps without mastering a traditional programming language.

Within your first hour you will have learned the basics of the tool. Compile a windows app with a mouse click, Or target additional platforms like iOS, Android, Flash and XNA (Windows Mobile phone and Xbox) with the purchase of our optional exporters.

Harness the power of Clickteam Fusion 2.5 today.

Steam Games #MadeWithFusion







Amazing Features from the Original Drag and Drop Programming Tool

- Make your first game in under an hour!
- No need for previous programming knowledge
- Easy to use and intuitive physics engine
- The original and world famous Event Editor makes programming a breeze
- Used by professionals and students alike
- Shader effects available
- Inserting assets is as easy as drag and drop
- Publish games and apps for multiple platforms
- Complete creative flexibility
- Hardware accelerated games and apps
- Outstanding, friendly community support

Build for many platforms with optional exporters



Generates HTML5 on the fly and runs automatically in your browser

Open extension SDK for endless functionality

Use hardware acceleration & shaders on powerful Windows machines

100's of additional objects provide additional functionality to the tool

Build directly from CF2.5 to any of your Android devices and build APKs

Access the Android OS with our simple permissions management system

Build games for all iOS touch devices including iPad, iPhone and iPod

Maximize control options with the Accelerometer and



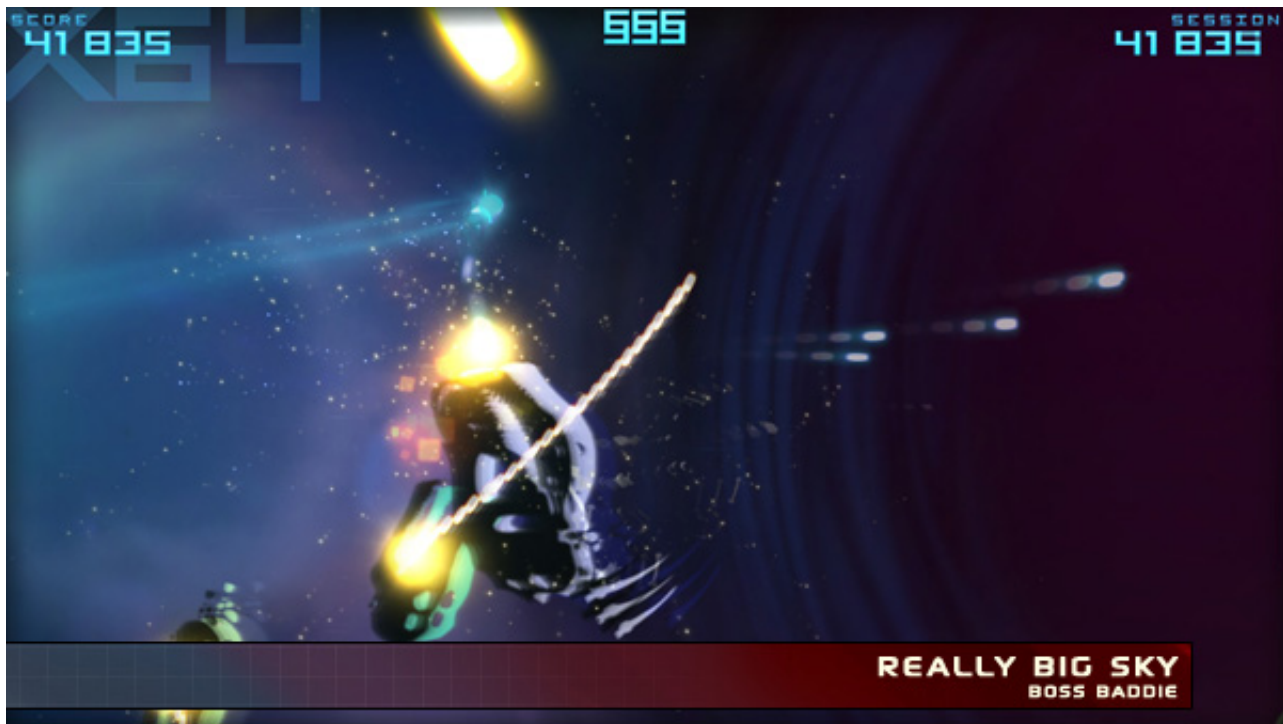
Multitouch interface objects
Build Games for Xbox and Windows 8 Mobile
Multiple Control options for Multiple Platforms

Produce quality Flash content in record time
Fully Customizable SWF Generated Easily

Title: Clickteam Fusion 2.5
Genre: Animation & Modeling, Education, Utilities, Web Publishing
Developer:
Clickteam
Publisher:
Clickteam
Release Date: 5 Dec, 2013

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English,French,Japanese



The image features a dark background with several overlapping windows on the left. The top window is titled 'Fusion Shapes' and displays a colorful grid of geometric shapes. Below it is a window titled 'Action' showing a space-themed game with a character and various objects. To the right of these windows is a vertical stack of six logos, each with a circular icon containing a stylized 'X' and a red arrow. The logos are: Windows (with the Windows logo), iOS (with the Apple logo), Adobe Flash Player (with the Adobe logo), xna (with the XNA logo), android (with the Android logo), and HTML 5 (with the HTML 5 logo). At the bottom right, the text 'MULTIPLE RUNTIMES' is written in a bold, white, sans-serif font, with the subtitle 'One source works on all these platforms' in a smaller, white, sans-serif font below it.

MULTIPLE RUNTIMES
One source works on all these platforms



It's pretty easy to use, you still need to follow tutorial but you will get the hang of it pretty fast and you can make fun little game in a few hours. Clickteam Fusion 2.5 is a great program, especially when you're just getting started in game design.

. Dont waste your money. I have over 3000 hours on this and its honestly just a pigeon hole when your project will need to scale beyond its limitations. What really takes the\u2665\u2665\u2665\u2665\u2665 though is how much you have to "buy" just to get the full experience.

I bought the fusion 2.5 "developer version"

I had to buy most of the export addons

Bought the Fusion 2.5 + addon

This is a greedy\u2665\u2665\u2665\u2665\u2665 company that charges you for "updates" (look at the fusion 2.5 + addon)

I wonder how much the next free update will "cost". These idiots charge you for basic quality of life patches. What a joke.

Whats next? Buying customer support?. MAYBE. Because when I had a problem syncing my clickteam forums account with my steam account, their foolish support staff refused to help me unless I provide my real name and details and who knows what else. Some oversensitive employee Simon Pittock quickly shut down my need for assistance over so called "abusive language" when all I said was "I paid so much for this crap". Quick to waste my time but take my money and not even try to help.

Overgrown useless morons. They take your money, cant provide good software, support

is\u2665\u2665\u2665\u2665\u2665 Stay away. Unity is a million times better or game maker.

WORST OF ALL, When I had one damn problem, JUST ONE problem I wanted help with after the thousands of dollars spent on this, I was denied and shut down hard and fast for the most trivial reason. F this company and their software.

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