



here is a little tool that allows to configure the resolution of a blender game (as a runtime) then to run it.

buttons status and transitions are animated, and the configuration is saved at every run.

to use it with one of your games :

- copy the files from exe to your game directory (or modify/save as runtime setup.blend and copy it, then also copy python26.zip),
- open launch.bat in a text editor then write the name of the game to run.

by enabling 'Default', the resolution configured in the game will apply and 'fullscreen' is ignored.
by disabling a resolution button, the last saved resolution will be enabled.

ok, this might be the slowest loader to initialize (GLSL) and the biggest in size, but this is a first try. the compiled version is made with [BPPlayer](#) , which replaces the usual blenderplayer. it includes some features like protection and allows to hide the blender console (which interested me here).

[download](#)