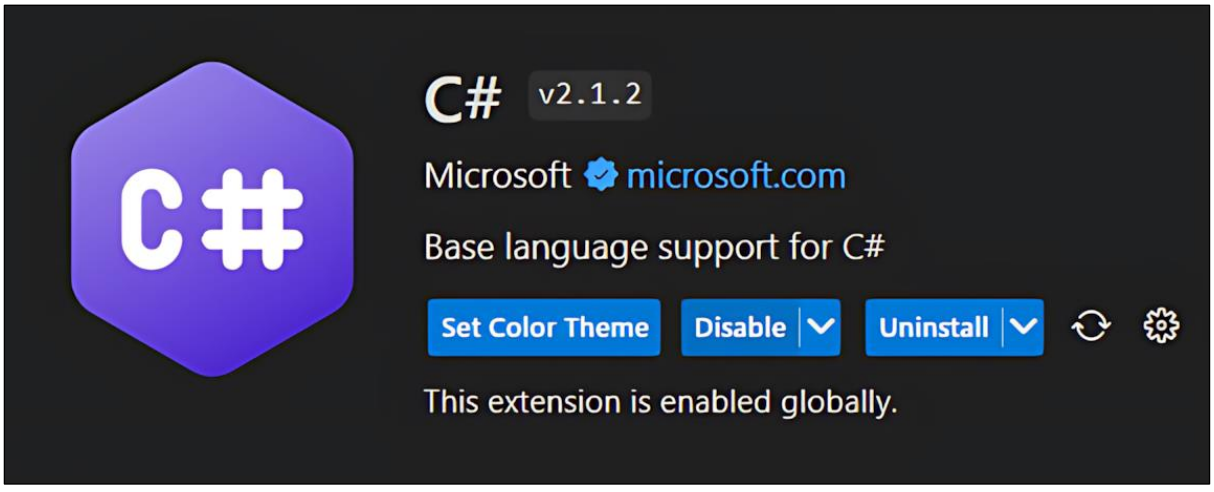
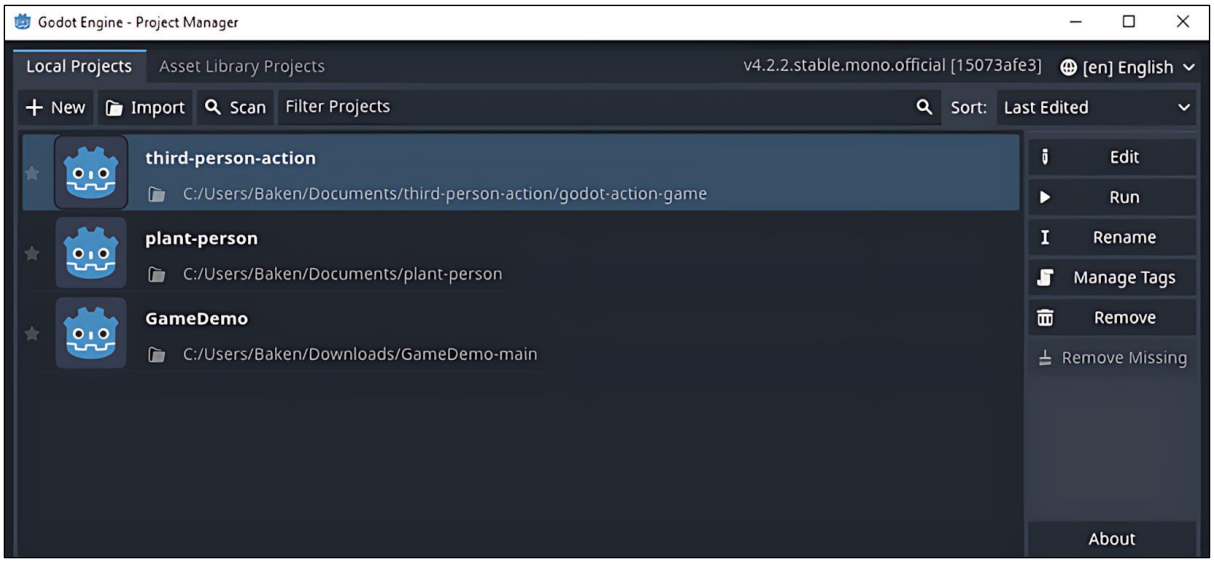
Chapter 1: Introducing Godot 4

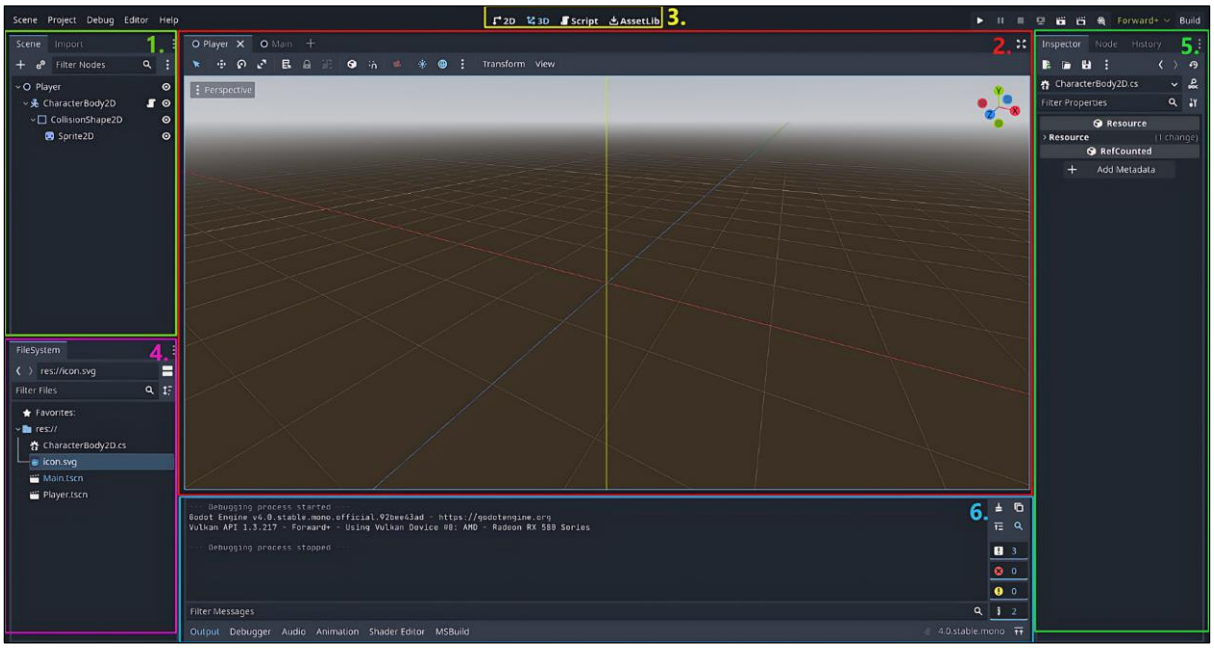


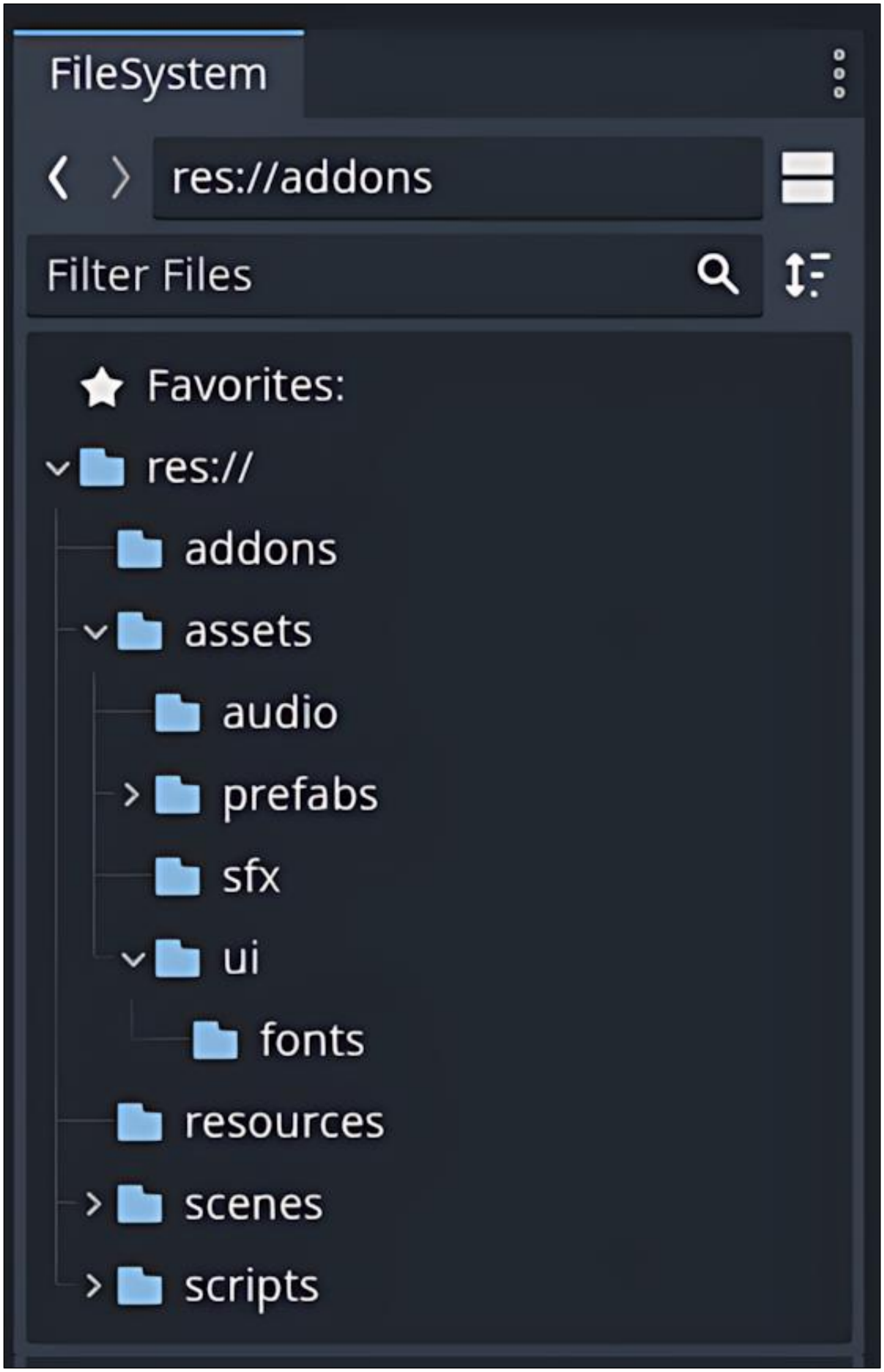

2


C#
v2.1.2
Microsoft
microsoft.com
Base language support for C#
Set Color Theme
Disable
Uninstall
This extension is enabled globally.

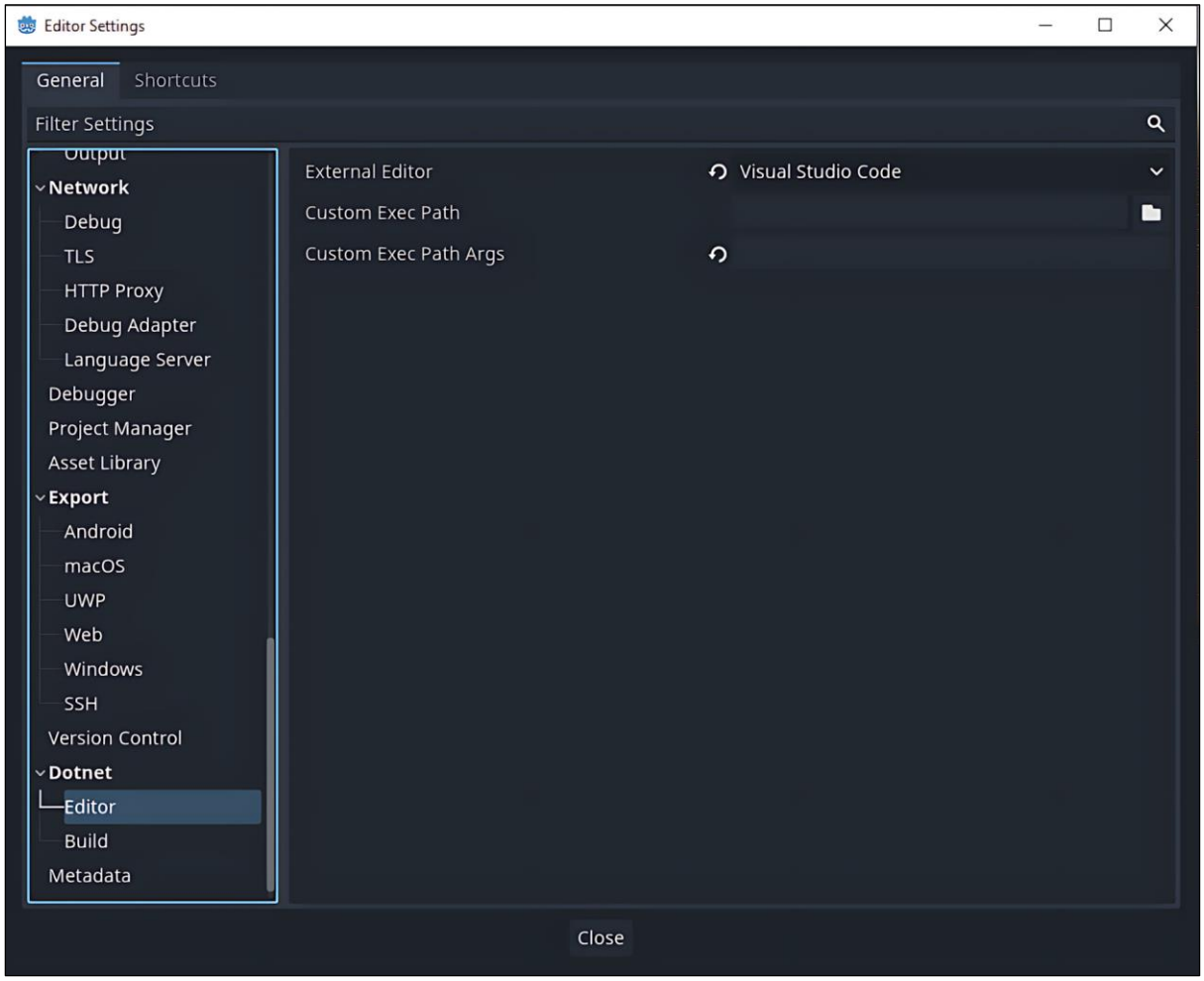

Scene Project Debug Editor Help
Scene
Import
Filter Nodes
Player
CollisionShape3D
Body
Camroot
h
v
Camera

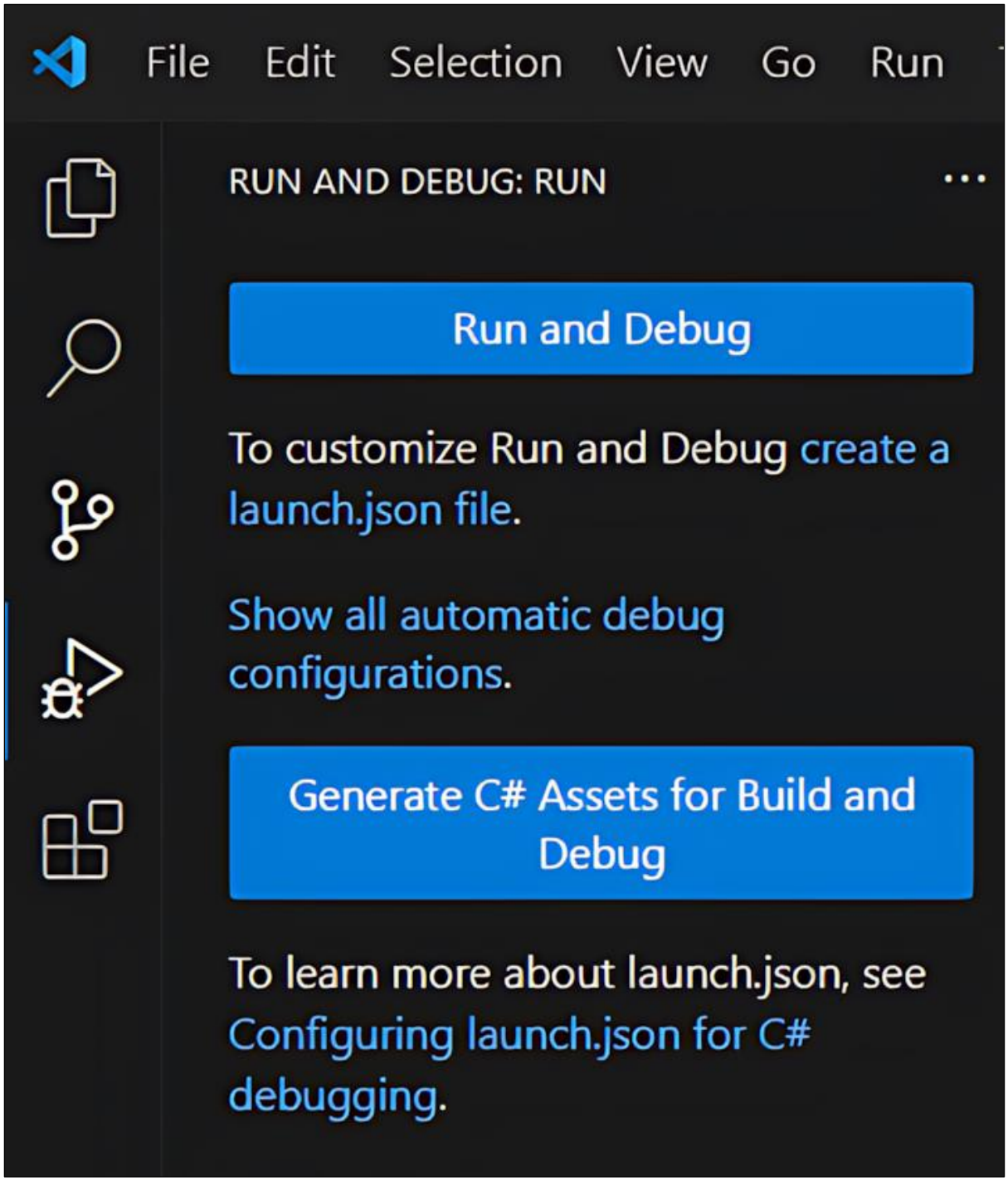

Godot Engine - Project Manager
Local Projects
Asset Library Projects
v4.2.2.stable.mono.official [15073afe3]
[en] English
New
Import
Scan
Filter Projects
Sort:
Last Edited
third-person-action
C:/Users/Baken/Documents/third-person-action/godot-action-game
plant-person
C:/Users/Baken/Documents/plant-person
GameDemo
C:/Users/Baken/Downloads/GameDemo-main
Edit
Run
Rename
Manage Tags
Remove
Remove Missing
About

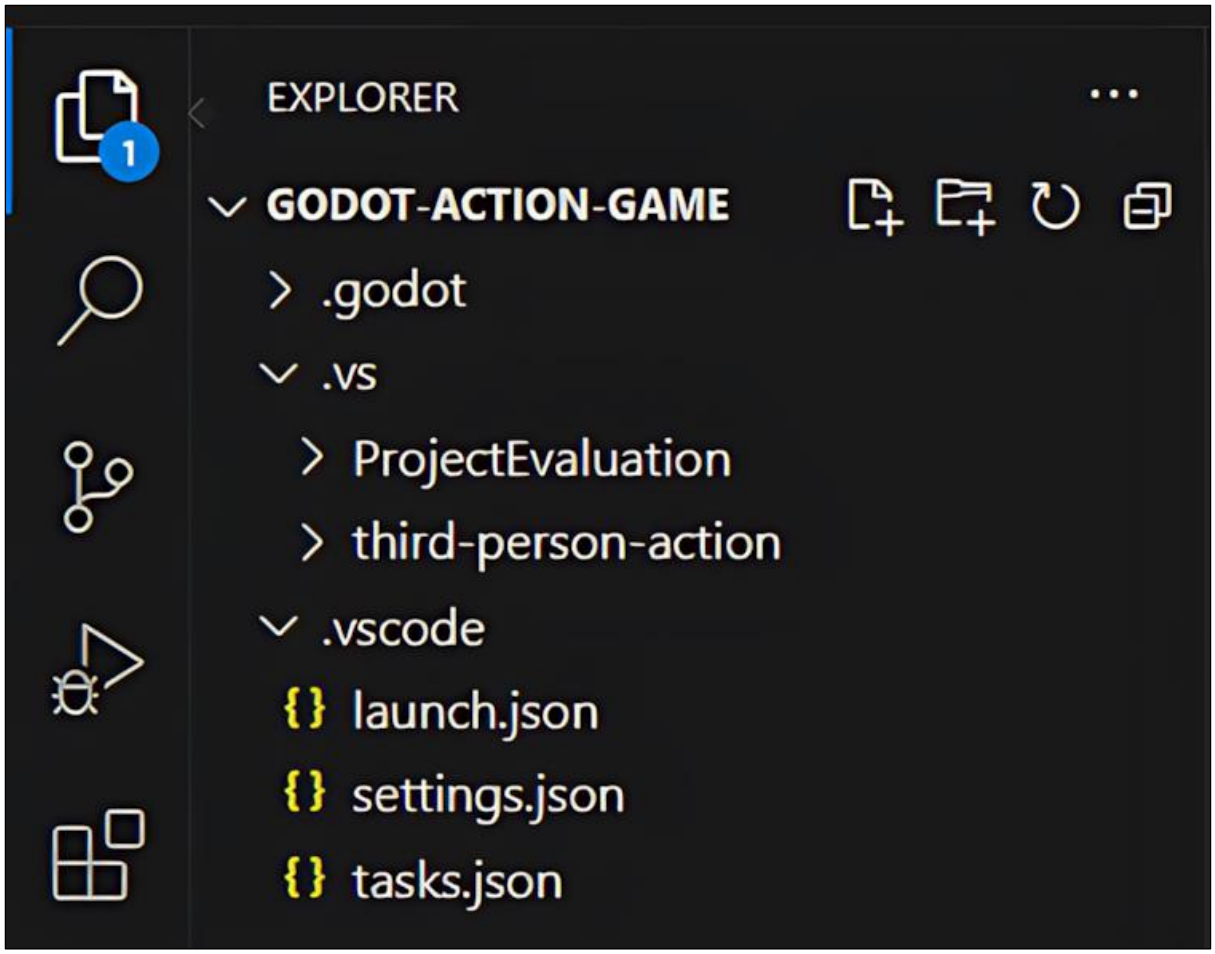

1.
2.
3.
4.
5.
6.
Scene
Project
Debug
Editor
Help
2D
3D
Script
AssetLib
Forward+
Build
Player
CharacterBody2D
CollisionShape2D
Sprite2D
Transform
View
Perspective
Inspector
Node
History
Resource
RefCounted
Add Metadata
FileSystem
Favorites:
res://
icon.svg
Main.tscn
Player.tscn
Debugging process started
Debugging process stopped
Filter Messages
Output
Debugger
Audio
Animation
Shader Editor
MSBuild


FileSystem
res://addons
Filter Files
Favorites:
res://
addons
assets
audio
prefabs
sfx
ui
fonts
resources
scenes
scripts

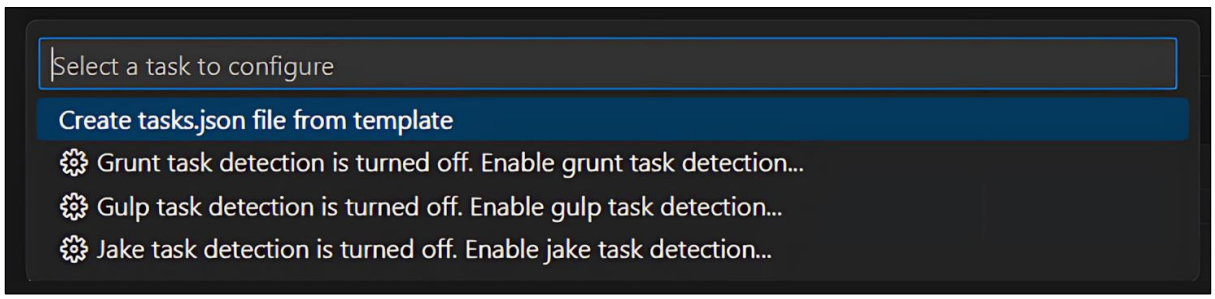
Chapter 2: Understanding How C# Works in Godot

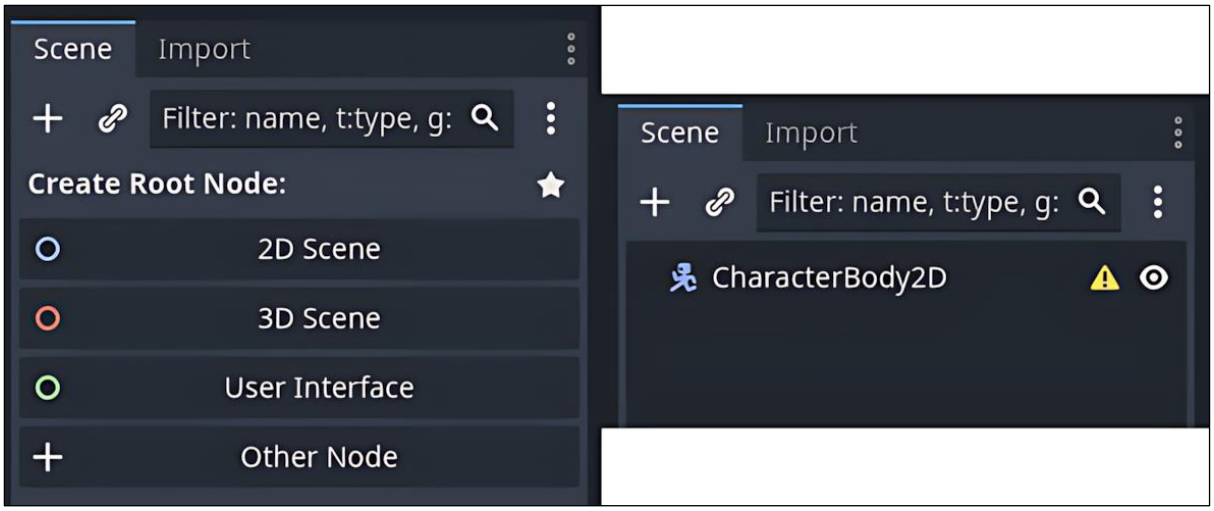


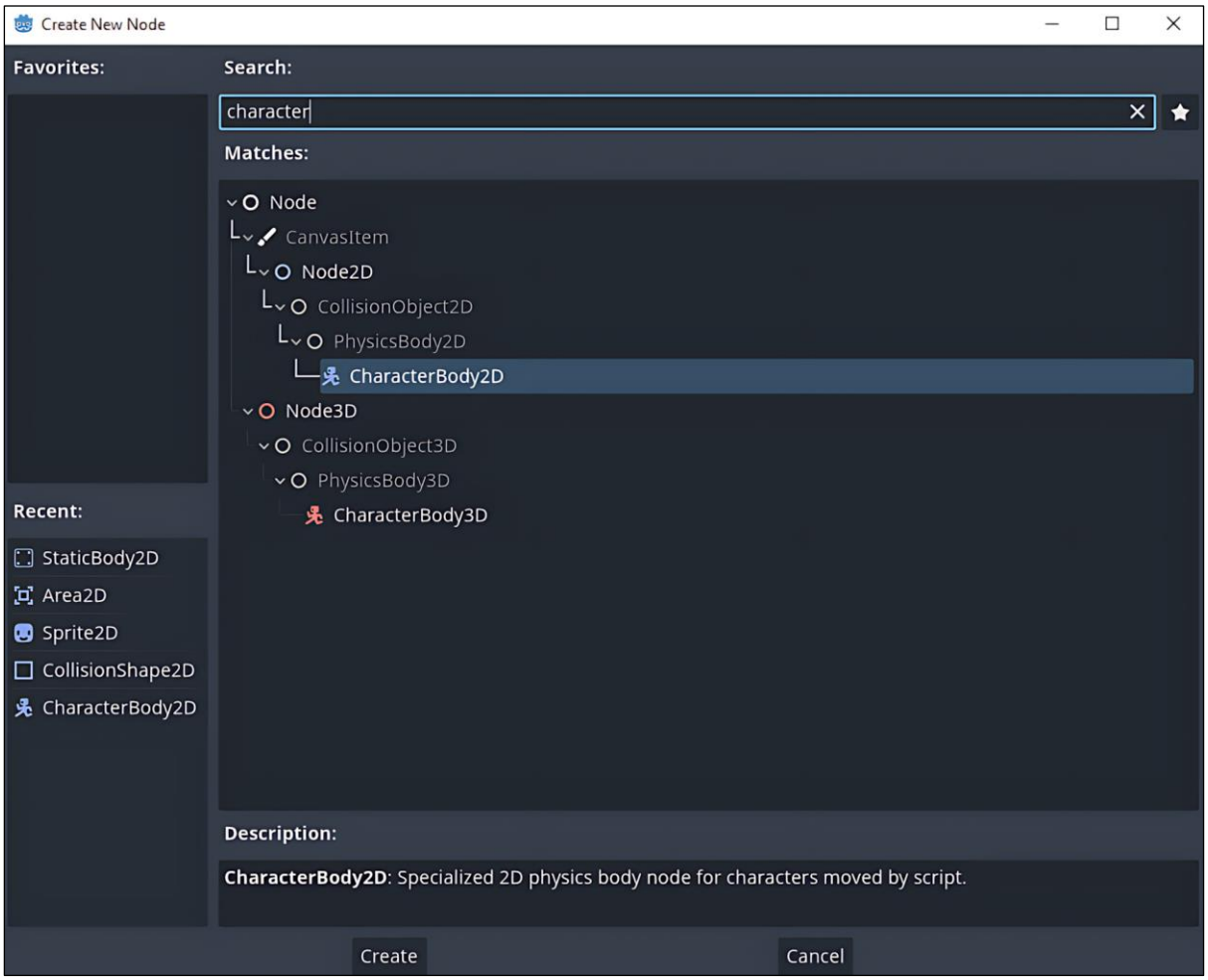

File Edit Selection View Go Run
RUN AND DEBUG: RUN
Run and Debug
To customize Run and Debug create a launch.json file.
Show all automatic debug configurations.
Generate C# Assets for Build and Debug
To learn more about launch.json, see Configuring launch.json for C# debugging.

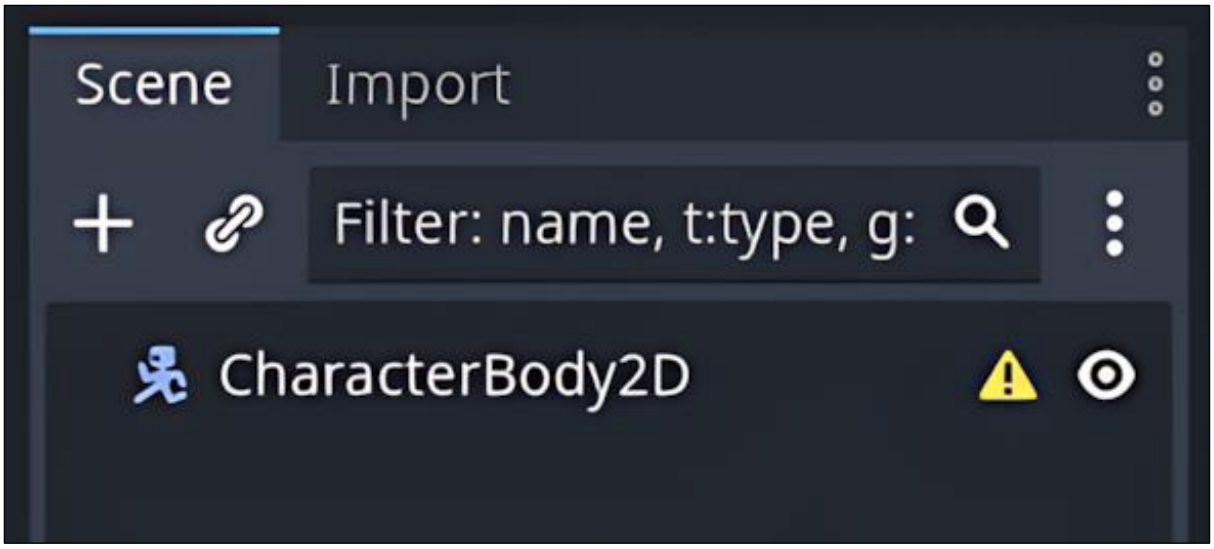

EXPLORER
GODOT-ACTION-GAME
.godot
.vs
ProjectEvaluation
third-person-action
.vscode
launch.json
settings.json
tasks.json


RUN AND DEBUG
Godot Book
VARIABLES

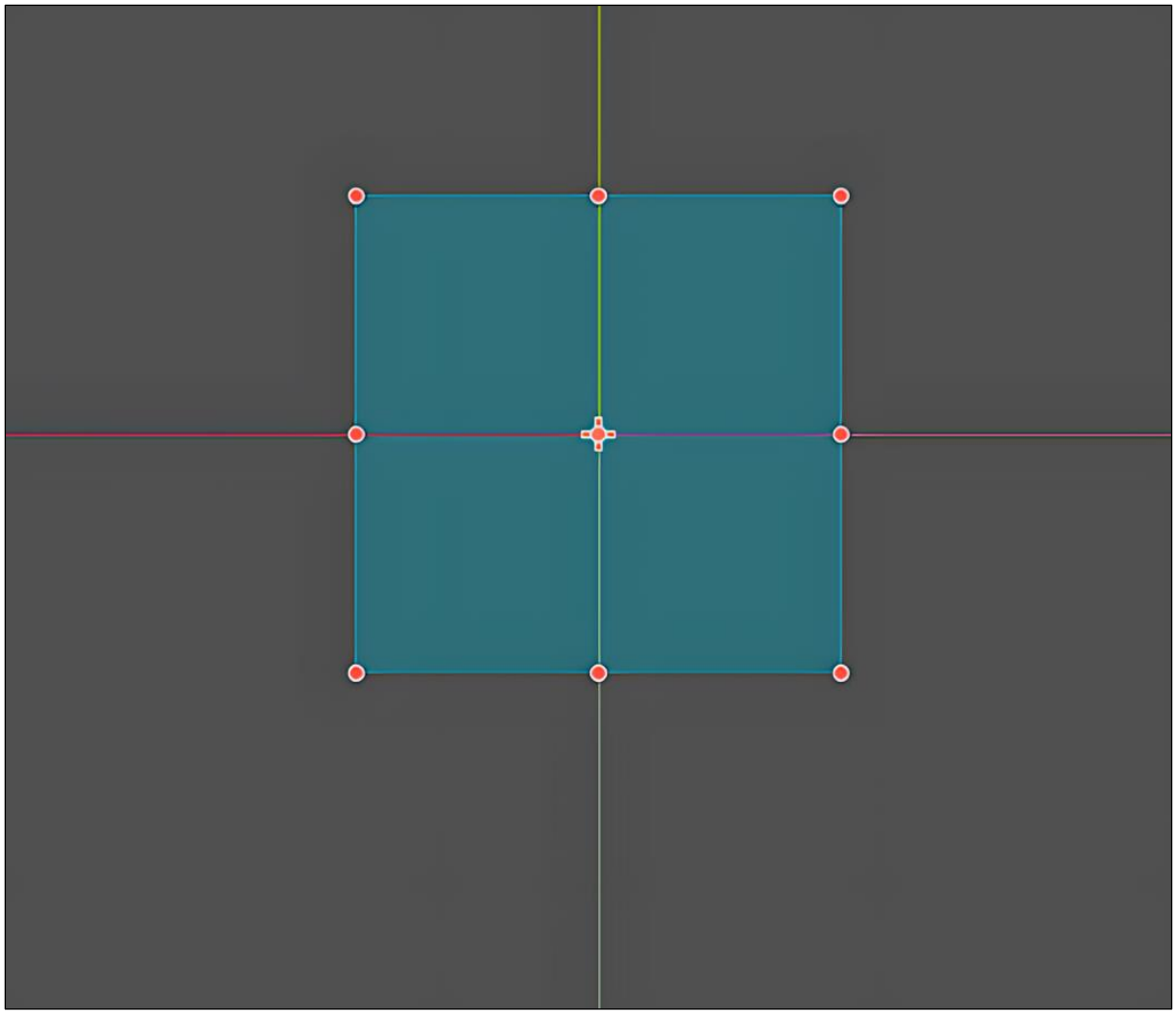

Select a task to configure
Create tasks.json file from template
Grunt task detection is turned off. Enable grunt task detection...
Gulp task detection is turned off. Enable gulp task detection...
Jake task detection is turned off. Enable jake task detection...

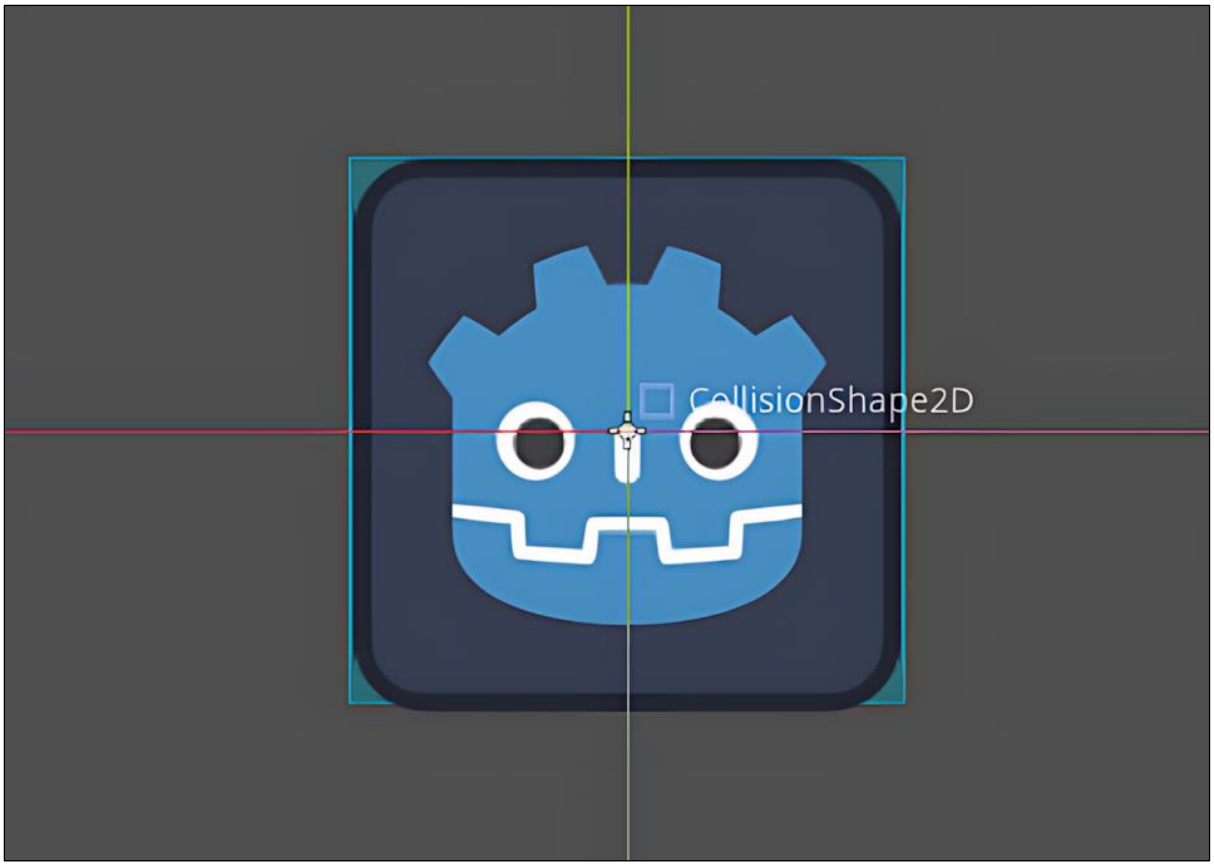

Scene
Import
Filter: name, t:type, g:
Create Root Node:
2D Scene
3D Scene
User Interface
Other Node
Scene
Import
Filter: name, t:type, g:
CharacterBody2D


Create New Node
Favorites:
Search:
character
Matches:
Node
CanvasItem
Node2D
CollisionObject2D
PhysicsBody2D
CharacterBody2D
Node3D
CollisionObject3D
PhysicsBody3D
CharacterBody3D
Recent:
StaticBody2D
Area2D
Sprite2D
CollisionShape2D
CharacterBody2D
Description:
CharacterBody2D: Specialized 2D physics body node for characters moved by script.
Create
Cancel

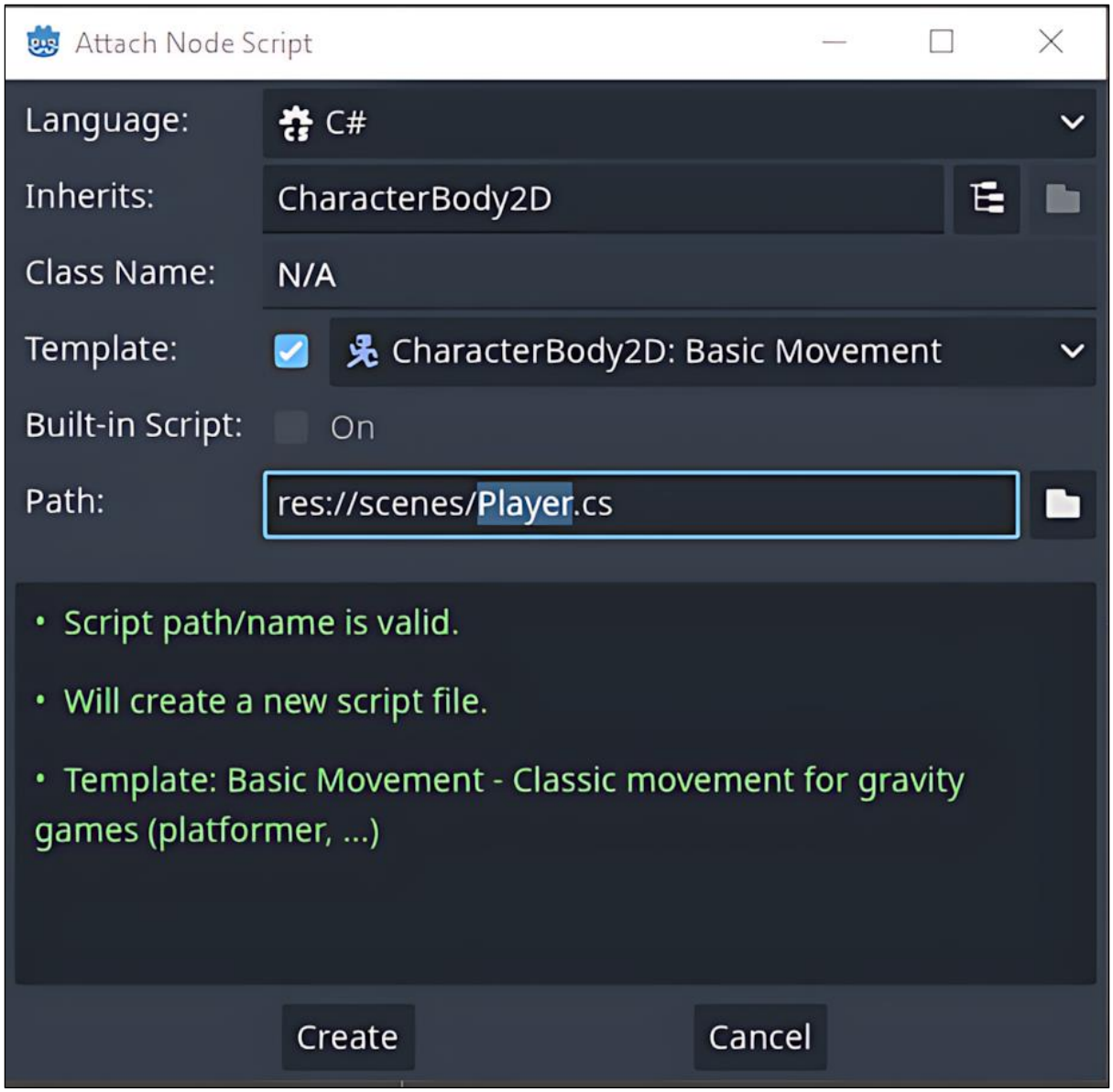

Scene
Import
Filter: name, t:type, g:
CharacterBody2D


Inspector
Node
History
CollisionShape2D
Filter Properties
CollisionShape2D
Shape
<empty>
Disabled
One Way
One Way
Debug Co
Transfo
Visibilit
Orderin
Texture
Materia
New WorldBoundaryShape2D
New SegmentShape2D
New SeparationRayShape2D
New CircleShape2D
New RectangleShape2D
New CapsuleShape2D
New ConvexPolygonShape2D
New ConcavePolygonShape2D
Quick Load
Load
Process
Editor Description
Script
<empty>
Add Metadata

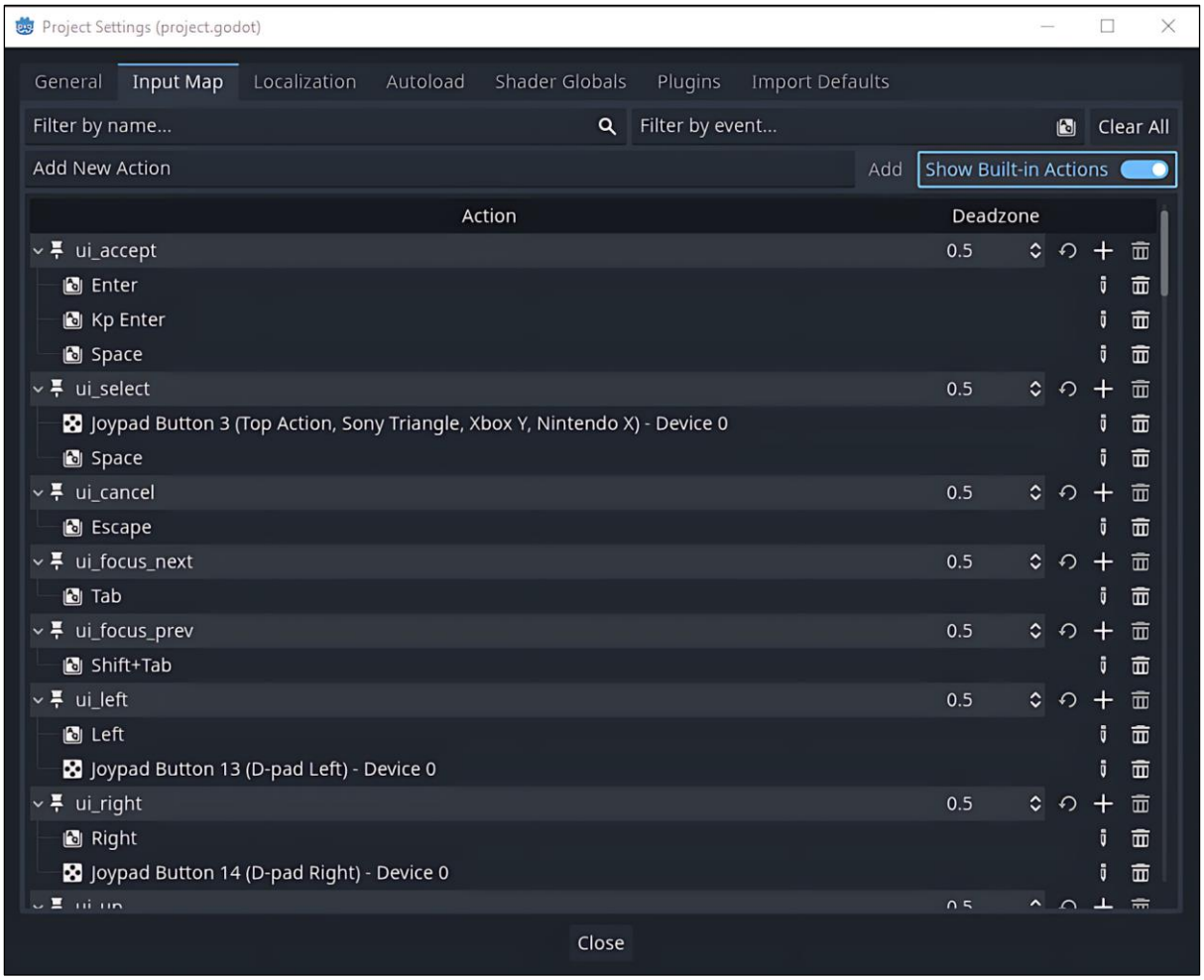


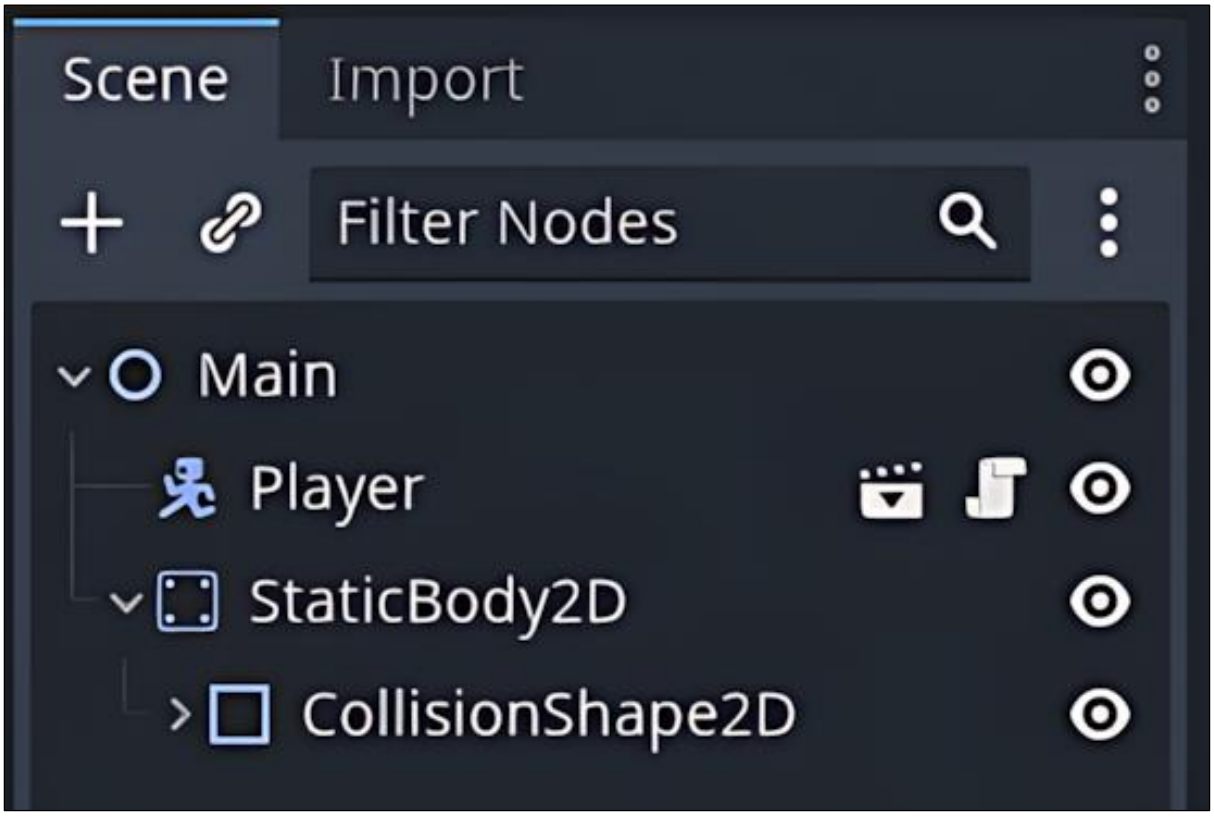

CollisionShape2D

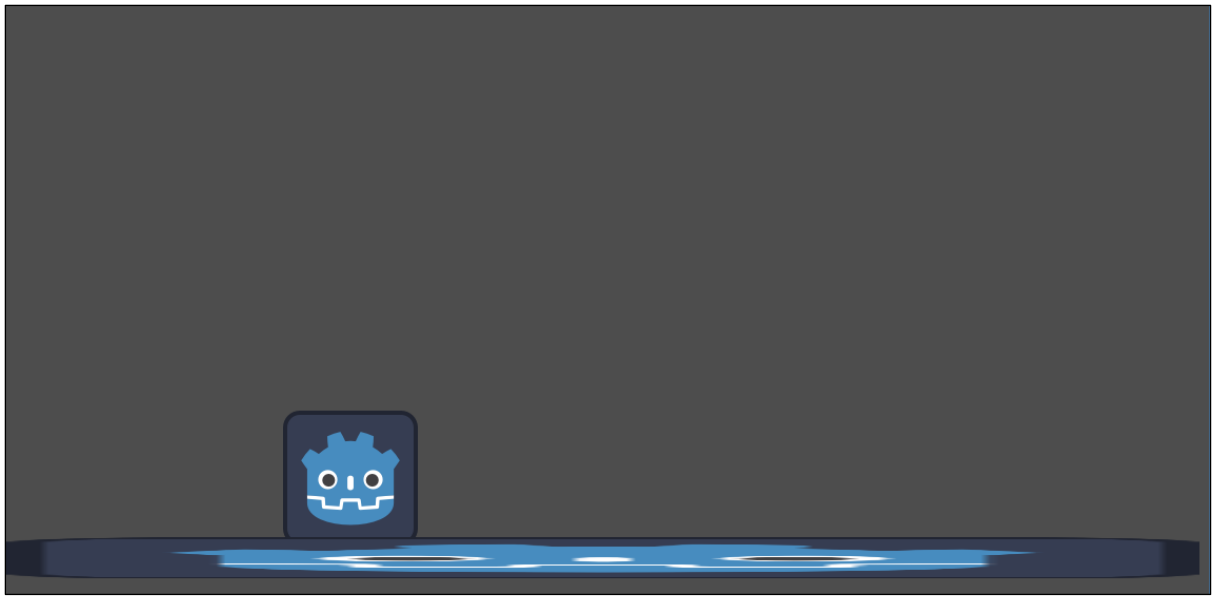

Scene
Import
Filter Nodes
CharacterBody2D
CollisionShape2D
Sprite2D


Attach Node Script
Language:
C#
Inherits:
CharacterBody2D
Class Name:
N/A
Template:
CharacterBody2D: Basic Movement
Built-in Script:
On
Path:
res://scenes/Player.cs
• Script path/name is valid.
• Will create a new script file.
• Template: Basic Movement - Classic movement for gravity games (platformer, ...)
Create
Cancel

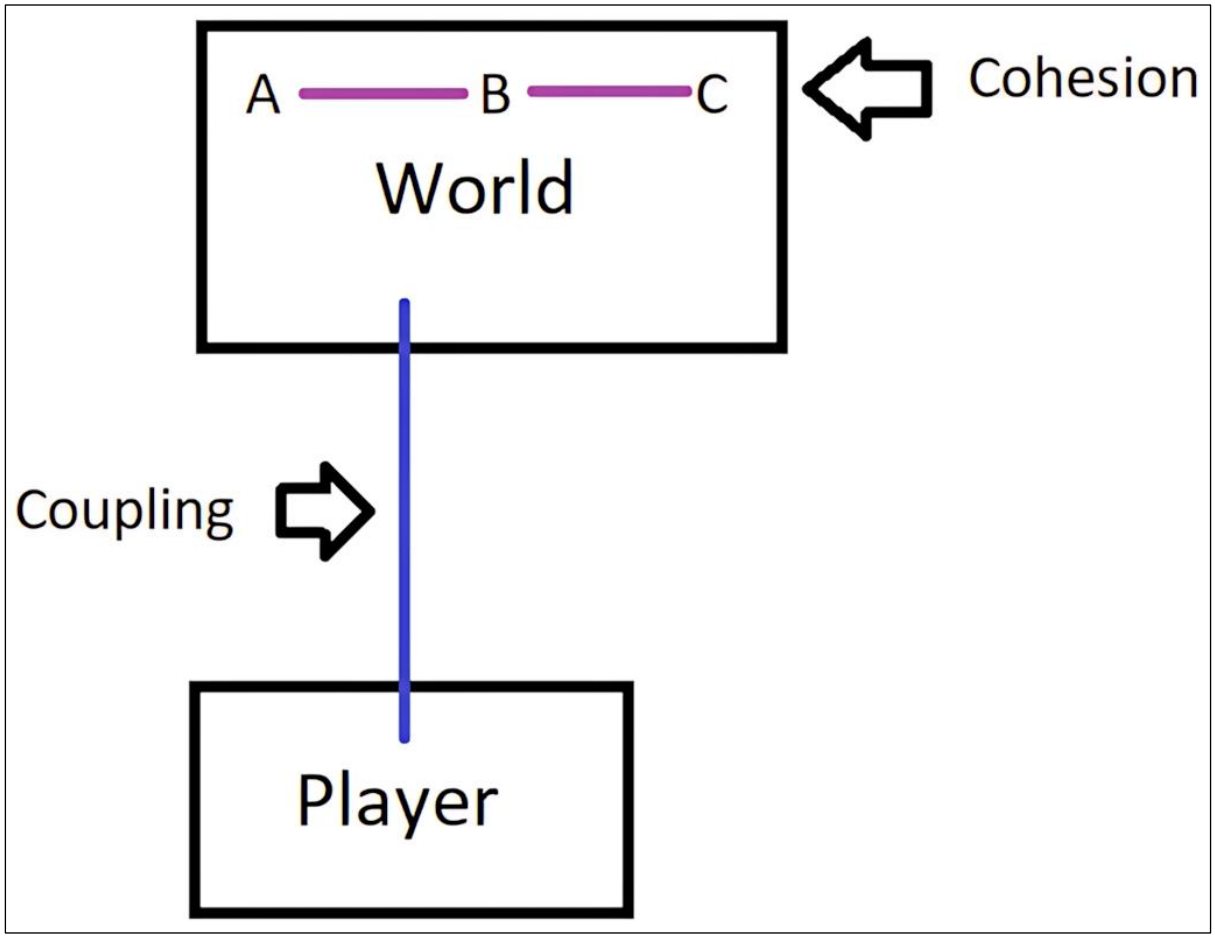
```
5   public partial class Player : CharacterBody2D
6   {
        2 references
7       public const float Speed = 300.0f;
        1 reference
8       public const float JumpVelocity = -400.0f;
9
10      // Get the gravity from the project settings to be synced with RigidBody nodes.
        5 references
11      public float gravity = ProjectSettings.GetSetting("physics/2d/default_gravity").AsSingle();
12
        4 references
13      public override void _PhysicsProcess(double delta)
14      {
15          Vector2 velocity = Velocity;
16
17          // Add the gravity.
18          if (!IsOnFloor())
19              velocity.Y += gravity * (float)delta;
20
21          // Handle Jump.
22          if (Input.IsActionJustPressed("ui_accept") && IsOnFloor())
23              velocity.Y = JumpVelocity;
24
25          // Get the input direction and handle the movement/deceleration.
26          // As good practice, you should replace UI actions with custom gameplay actions.
27          Vector2 direction = Input.GetVector("ui_left", "ui_right", "ui_up", "ui_down");
28          if (direction != Vector2.Zero)
29          {
30              velocity.X = direction.X * Speed;
31          }
32          else
33          {
34              velocity.X = Mathf.MoveToward(Velocity.X, 0, Speed);
35          }
36
37          Velocity = velocity;
38          MoveAndSlide();
39      }
40  }
```

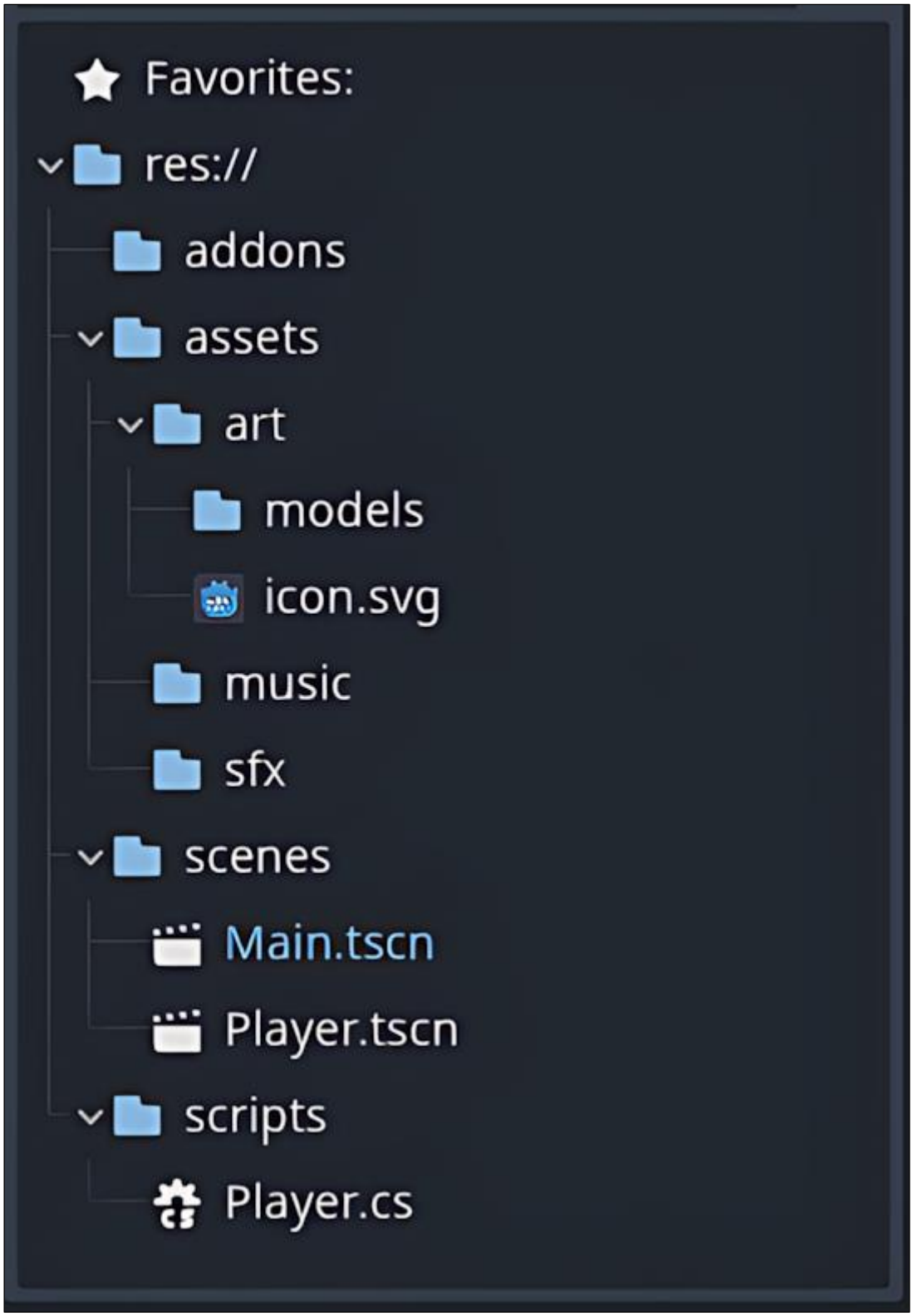

Project Settings (project.godot)
General
Input Map
Localization
Autoload
Shader Globals
Plugins
Import Defaults
Filter by name...
Filter by event...
Clear All
Add New Action
Add
Show Built-in Actions
Action
Deadzone
ui_accept
0.5
Enter
Kp Enter
Space
ui_select
0.5
Joypad Button 3 (Top Action, Sony Triangle, Xbox Y, Nintendo X) - Device 0
Space
ui_cancel
0.5
Escape
ui_focus_next
0.5
Tab
ui_focus_prev
0.5
Shift+Tab
ui_left
0.5
Left
Joypad Button 13 (D-pad Left) - Device 0
ui_right
0.5
Right
Joypad Button 14 (D-pad Right) - Device 0
Close


Scene
Import
Filter Nodes
Main
Player
StaticBody2D
CollisionShape2D

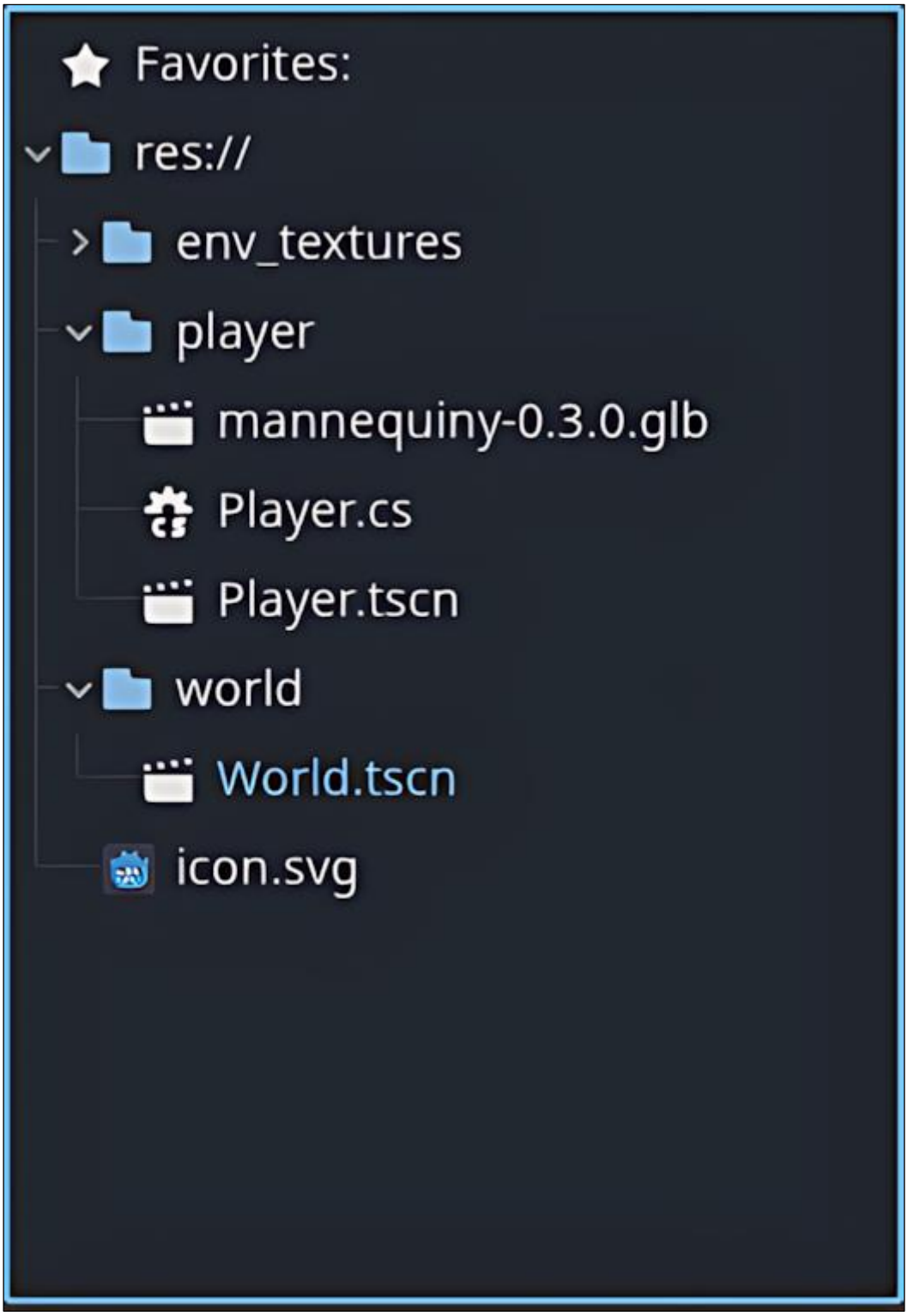


Chapter 3: Organizing and Setting Up a Project for a 3D Action Game

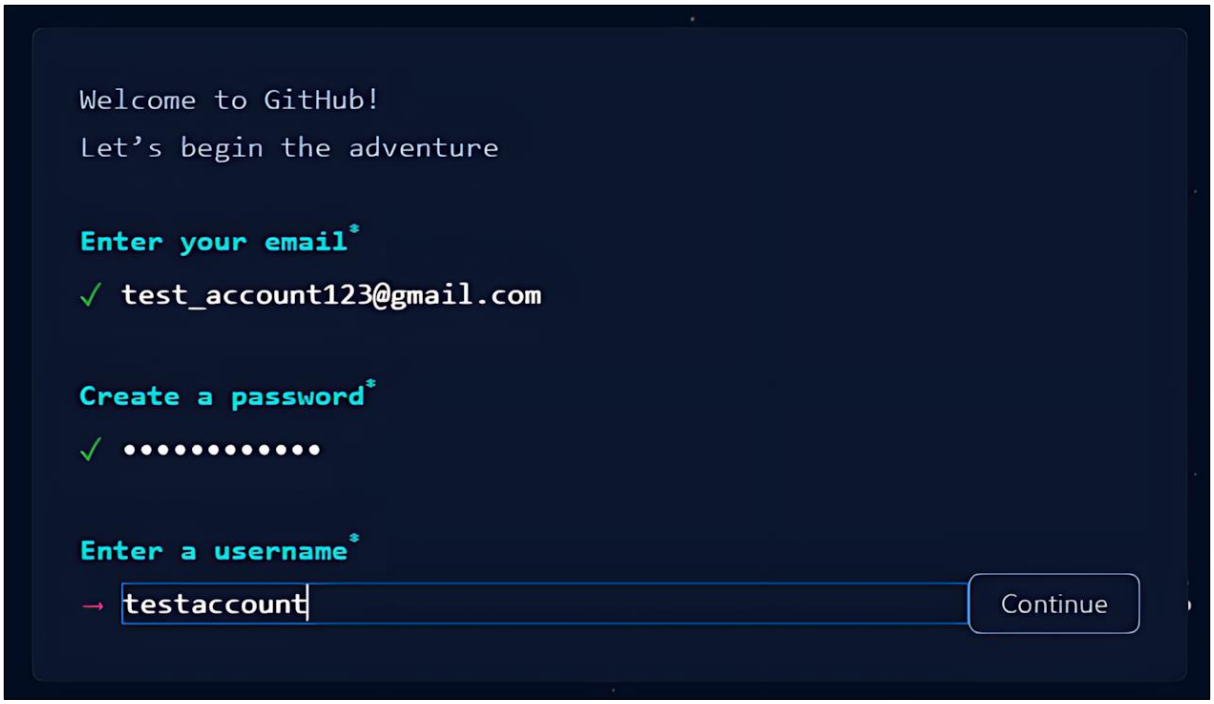


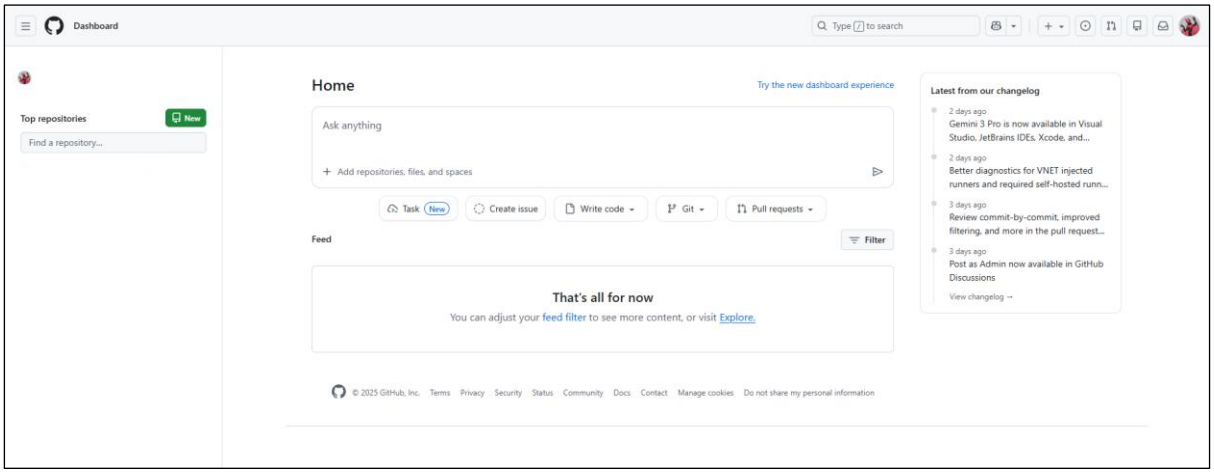

Favorites:
res://
addons
assets
art
models
icon.svg
music
sfx
scenes
Main.tscn
Player.tscn
scripts
Player.cs

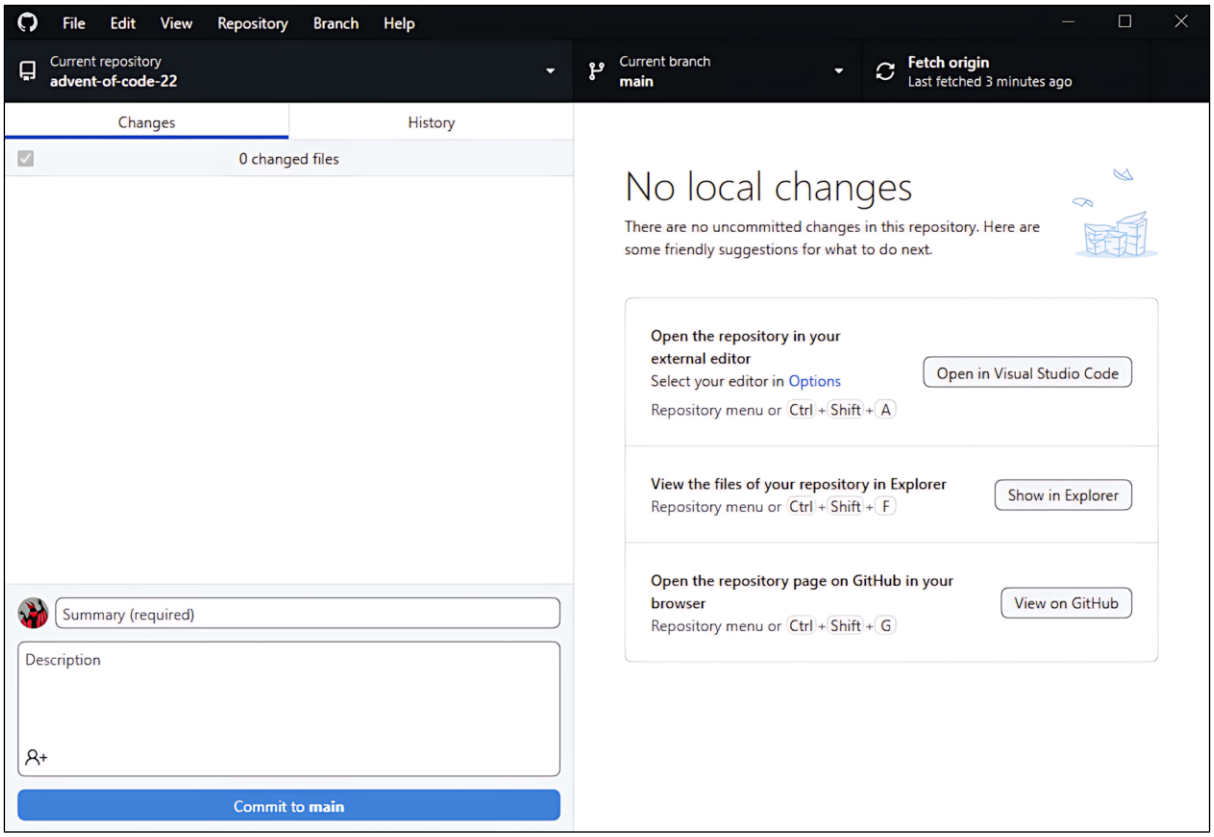

Player

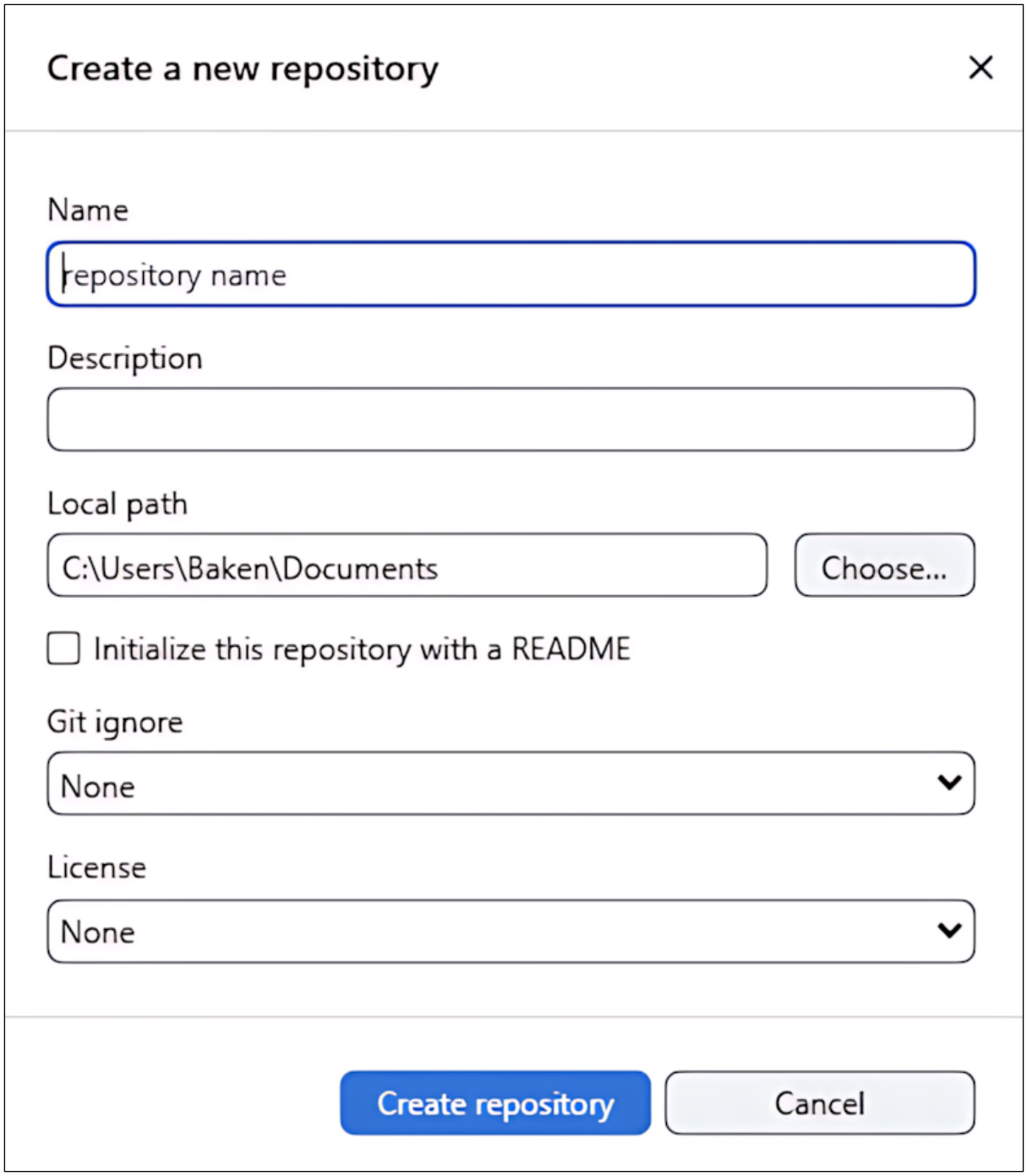


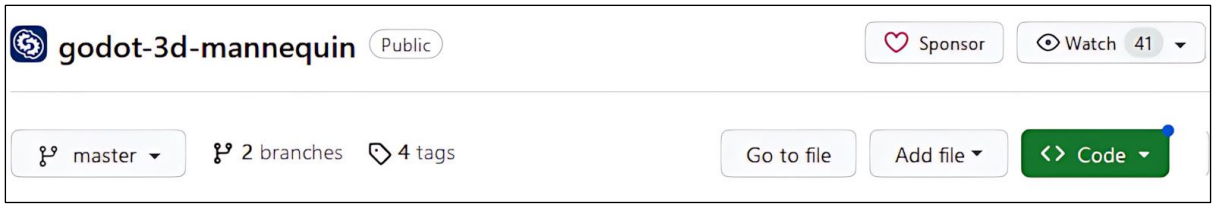
Search or jump to... /
Sign in
Sign up

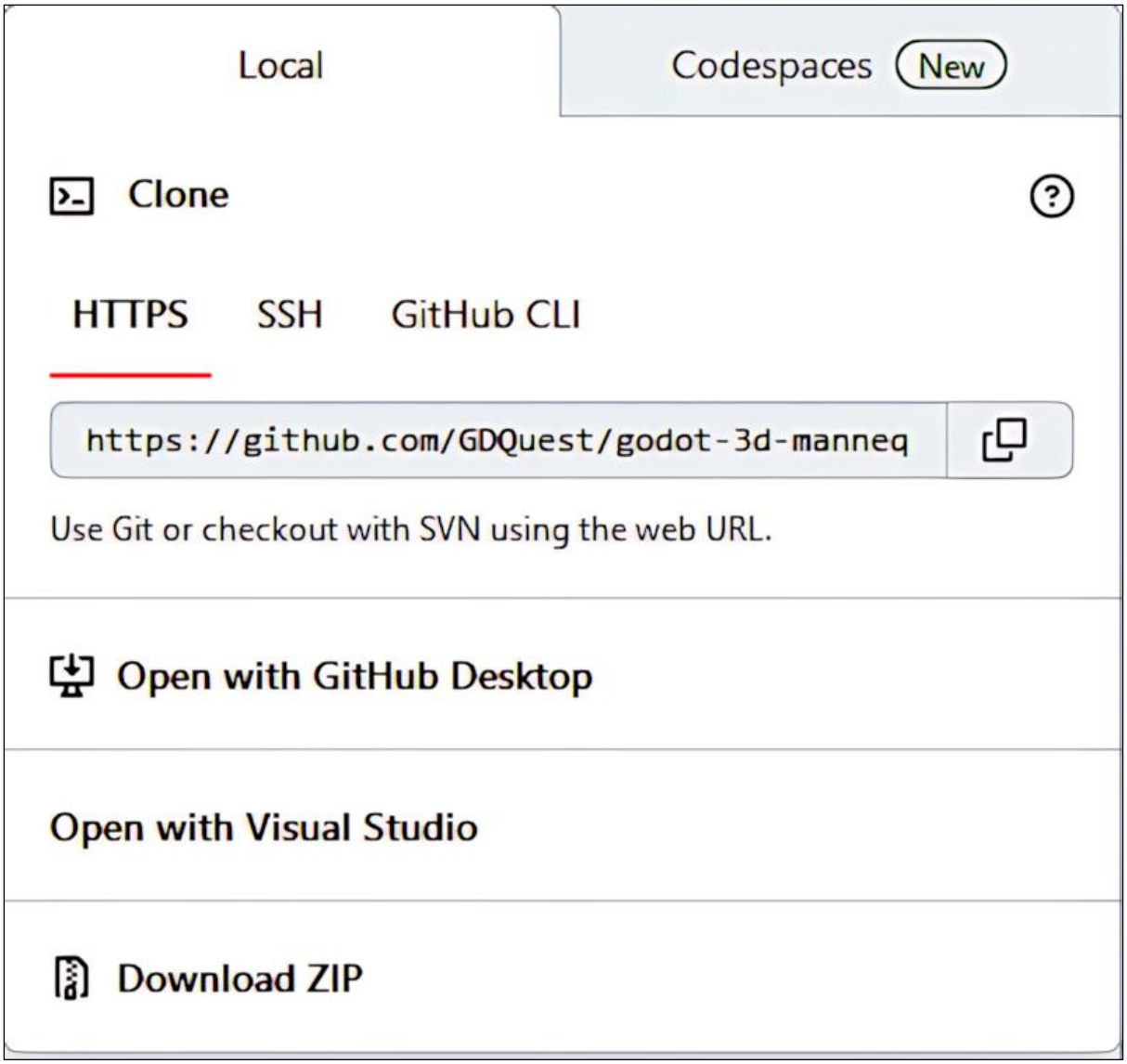

Welcome to GitHub!
Let’s begin the adventure
Enter your email*
✓ test_account123@gmail.com
Create a password*
✓ ••••••••••••
Enter a username*
→ testaccount
Continue

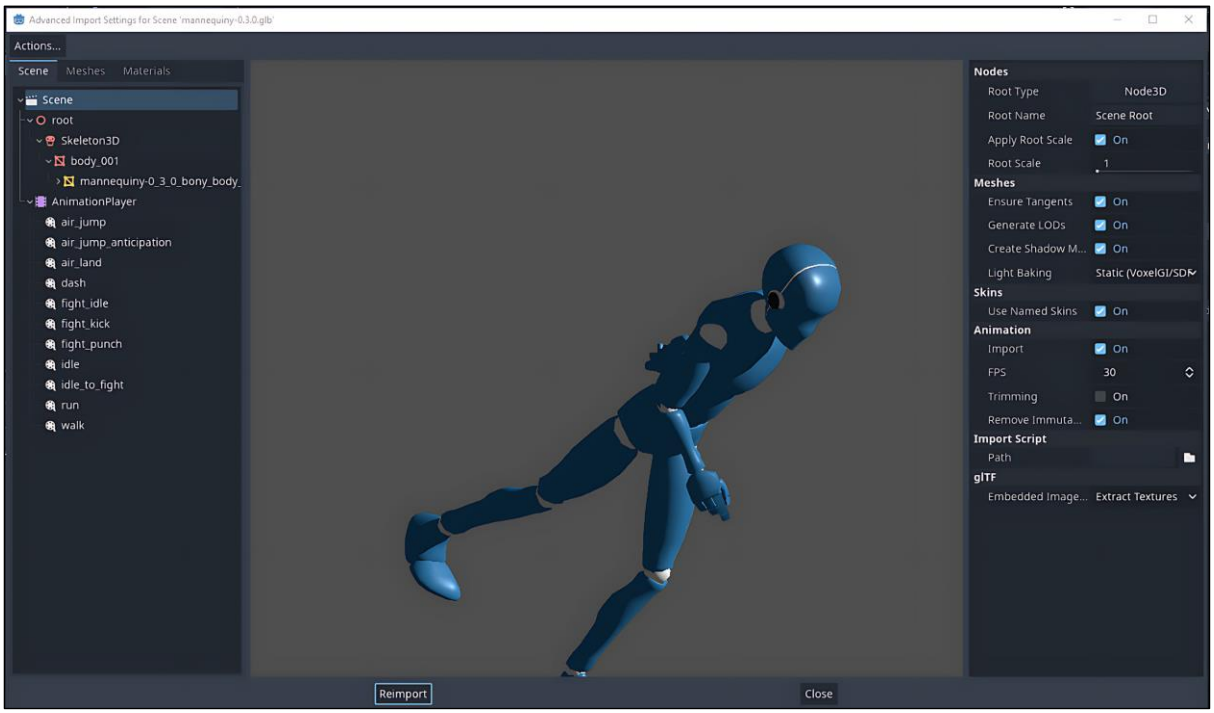

Dashboard
Type / to search
Top repositories
New
Find a repository...
Home
Try the new dashboard experience
Ask anything
Add repositories, files, and spaces
Task
New
Create issue
Write code
Git
Pull requests
Feed
Filter
That's all for now
You can adjust your feed filter to see more content, or visit Explore.
Latest from our changelog
2 days ago
Gemini 3 Pro is now available in Visual Studio, JetBrains IDEs, Xcode, and...
2 days ago
Better diagnostics for VNET injected runners and required self-hosted runn...
3 days ago
Review commit-by-commit, improved filtering, and more in the pull request...
3 days ago
Post as Admin now available in GitHub Discussions
View changelog →
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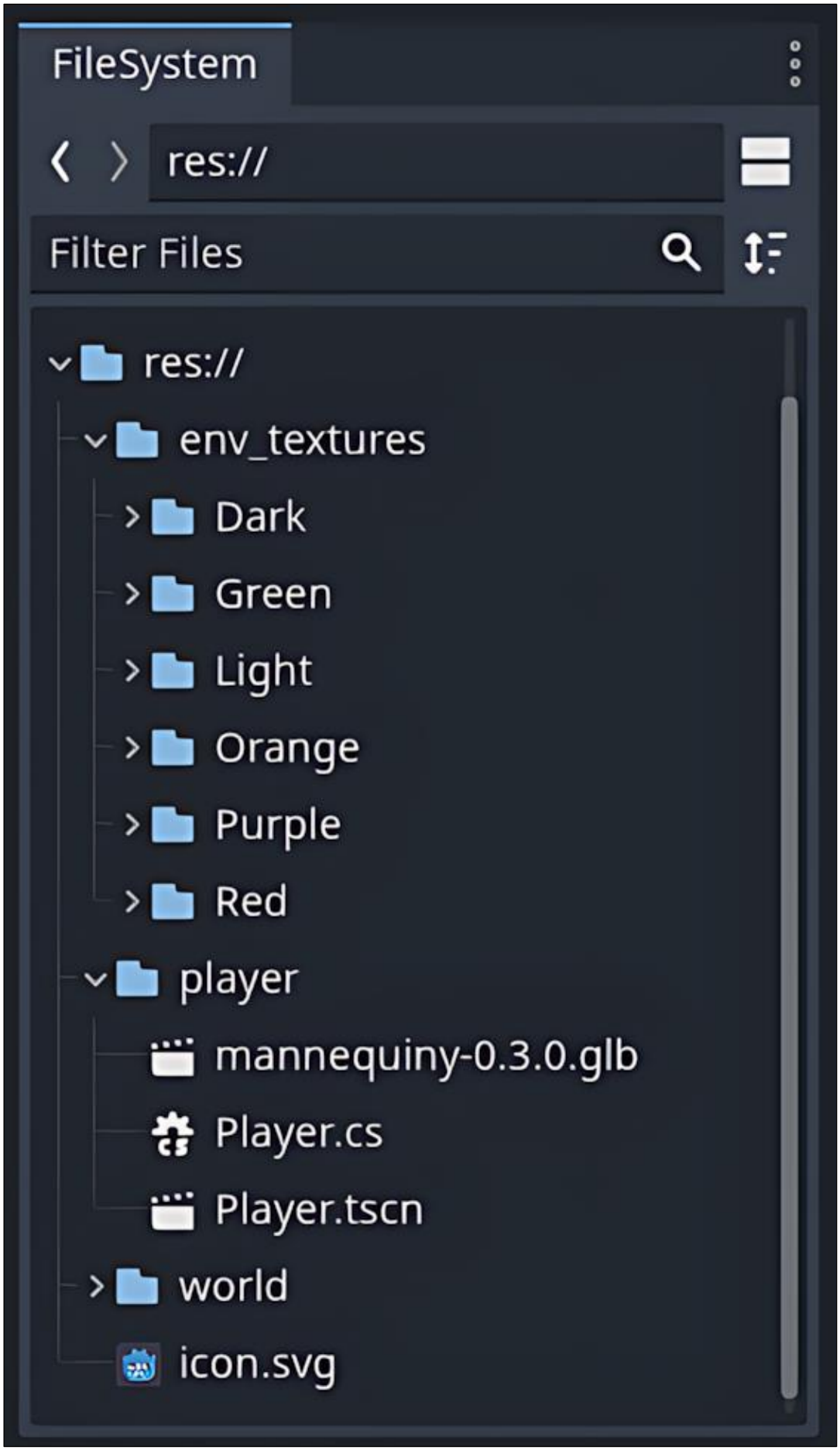

File
Edit
View
Repository
Branch
Help
Current repository
advent-of-code-22
Current branch
main
Fetch origin
Last fetched 3 minutes ago
Changes
History
0 changed files
Summary (required)
Description
Commit to main
No local changes
There are no uncommitted changes in this repository. Here are some friendly suggestions for what to do next.
Open the repository in your external editor
Select your editor in Options
Repository menu or Ctrl + Shift + A
Open in Visual Studio Code
View the files of your repository in Explorer
Repository menu or Ctrl + Shift + F
Show in Explorer
Open the repository page on GitHub in your browser
Repository menu or Ctrl + Shift + G
View on GitHub

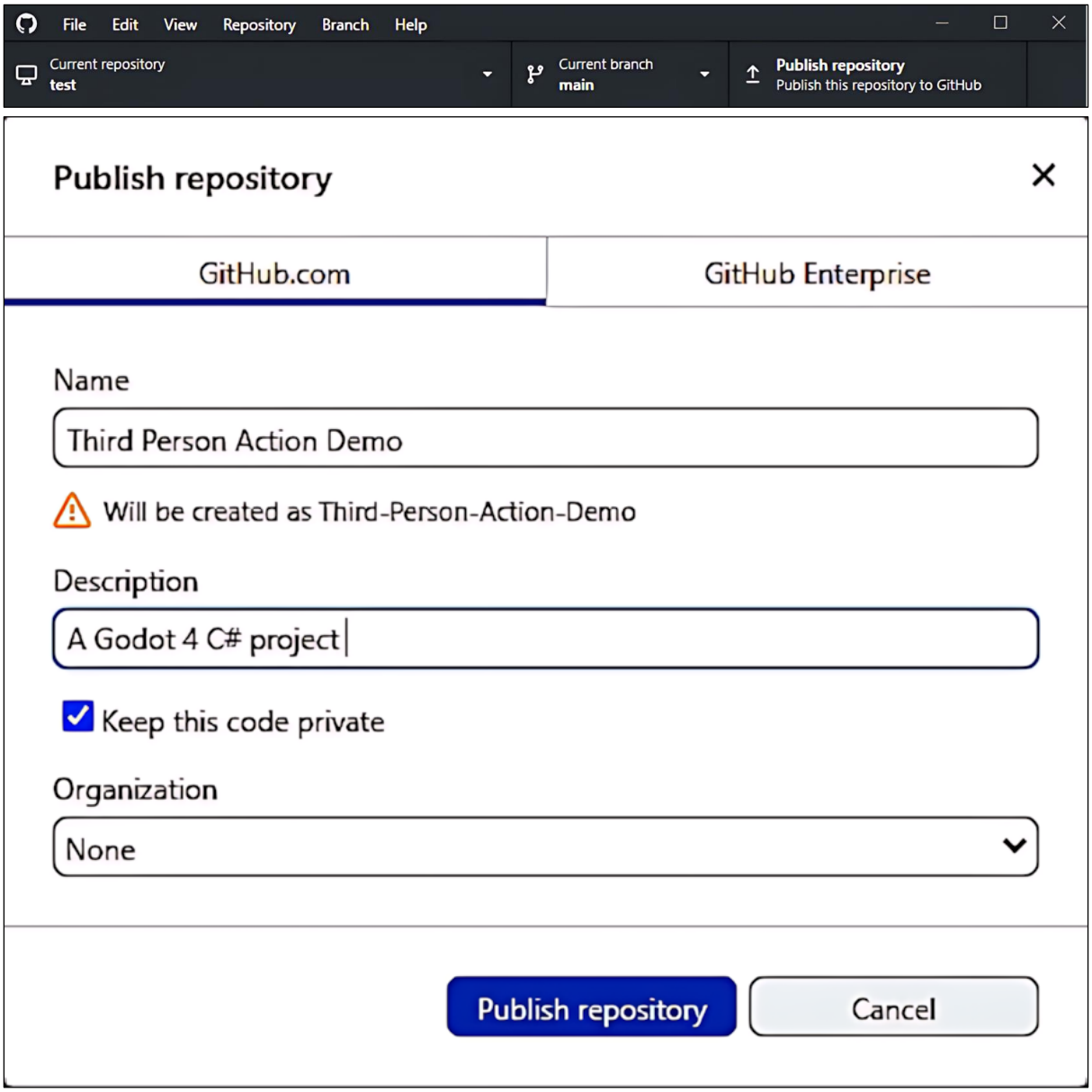

Create a new repository
Name
repository name
Description
Local path
C:\Users\Baken\Documents
Choose...
Initialize this repository with a README
Git ignore
None
License
None
Create repository
Cancel


godot-3d-mannequin
Public
Sponsor
Watch 41
master
2 branches
4 tags
Go to file
Add file
Code


Local
Codespaces
New
Clone
HTTPS
SSH
GitHub CLI
https://github.com/GDQuest/godot-3d-manneq
Use Git or checkout with SVN using the web URL.
Open with GitHub Desktop
Open with Visual Studio
Download ZIP

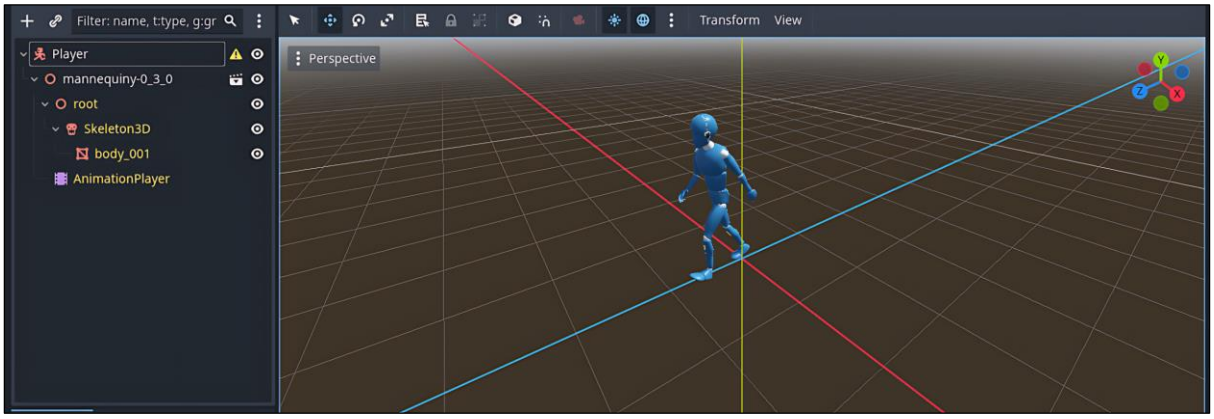

Actions...
Scene
Meshes
Materials
Scene
root
Skeleton3D
body_001
mannequiny-0_3_0_bony_body_
AnimationPlayer
air_jump
air_jump_anticipation
air_land
dash
fight_idle
fight_kick
fight_punch
idle
idle_to_fight
run
walk
Nodes
Root Type
Node3D
Root Name
Scene Root
Apply Root Scale
On
Root Scale
1
Meshes
Ensure Tangents
On
Generate LODs
On
Create Shadow M...
On
Light Baking
Static (VoxelGI/SDF
Skins
Use Named Skins
On
Animation
Import
On
FPS
30
Trimming
On
Remove Immuta...
On
Import Script
Path
glTF
Embedded Image...
Extract Textures
Reimport
Close

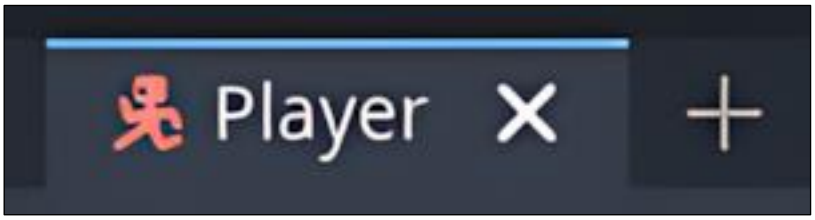

FileSystem
res://
Filter Files
res://
env_textures
Dark
Green
Light
Orange
Purple
Red
player
mannequiny-0.3.0.glb
Player.cs
Player.tscn
world
icon.svg

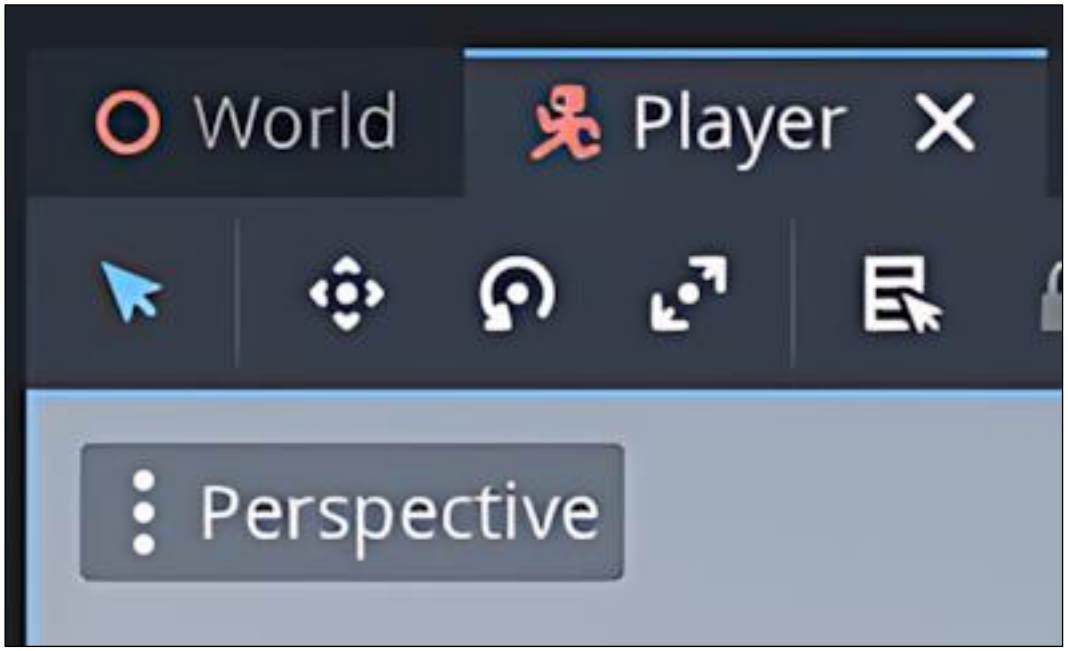

File Edit View Repository Branch Help
Current repository
test
Current branch
main
Publish repository
Publish this repository to GitHub
Publish repository
GitHub.com
GitHub Enterprise
Name
Third Person Action Demo
Will be created as Third-Person-Action-Demo
Description
A Godot 4 C# project
Keep this code private
Organization
None
Publish repository
Cancel

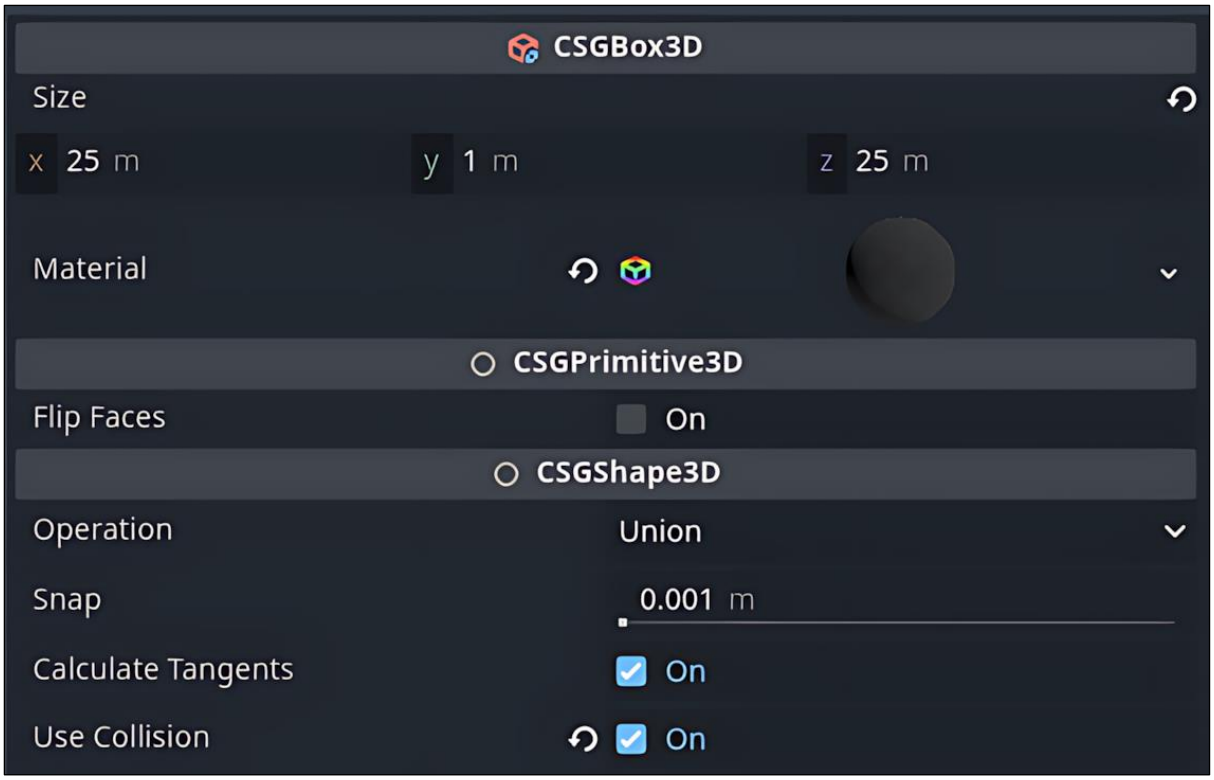


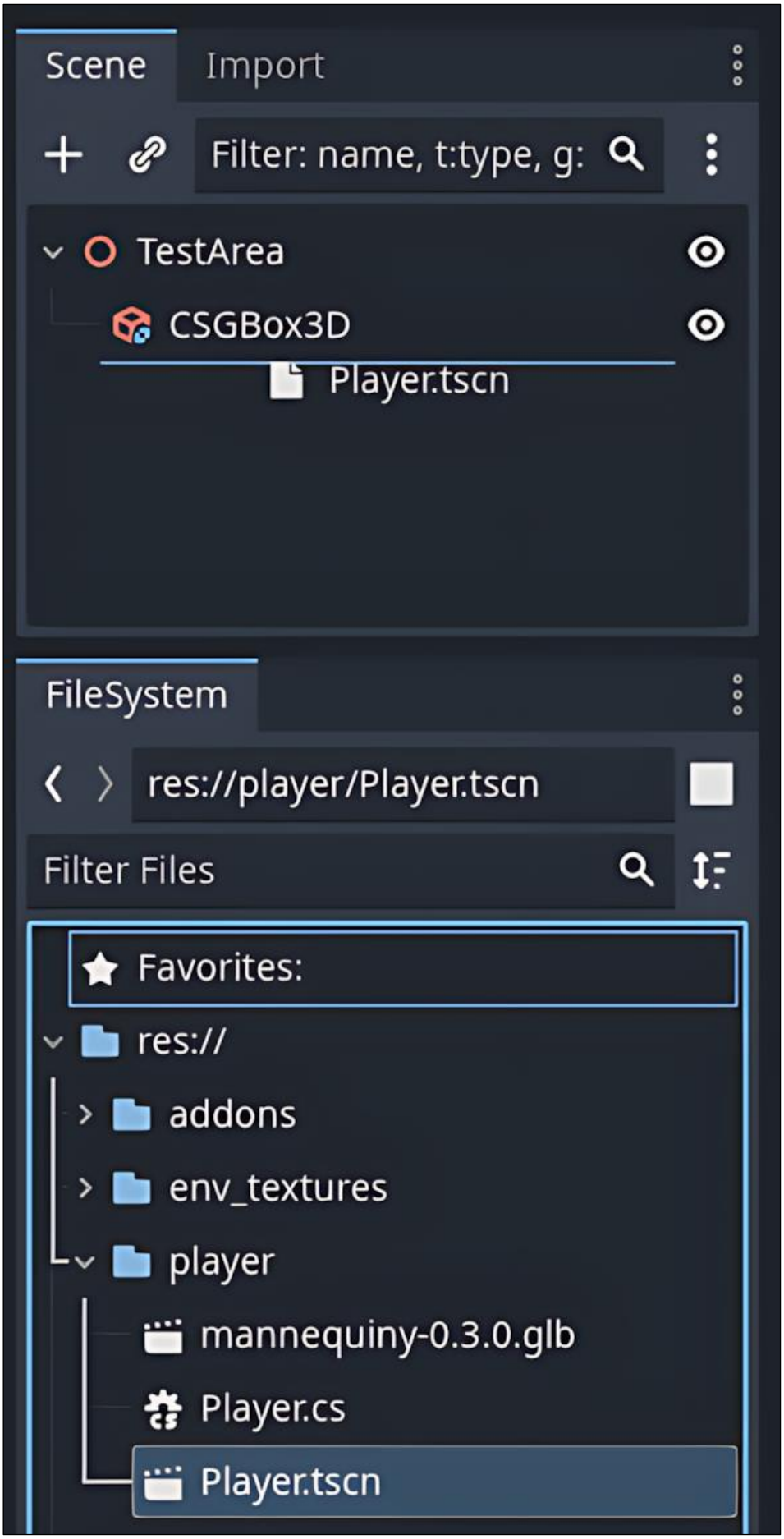
Chapter 4: Creating Our Player Controller

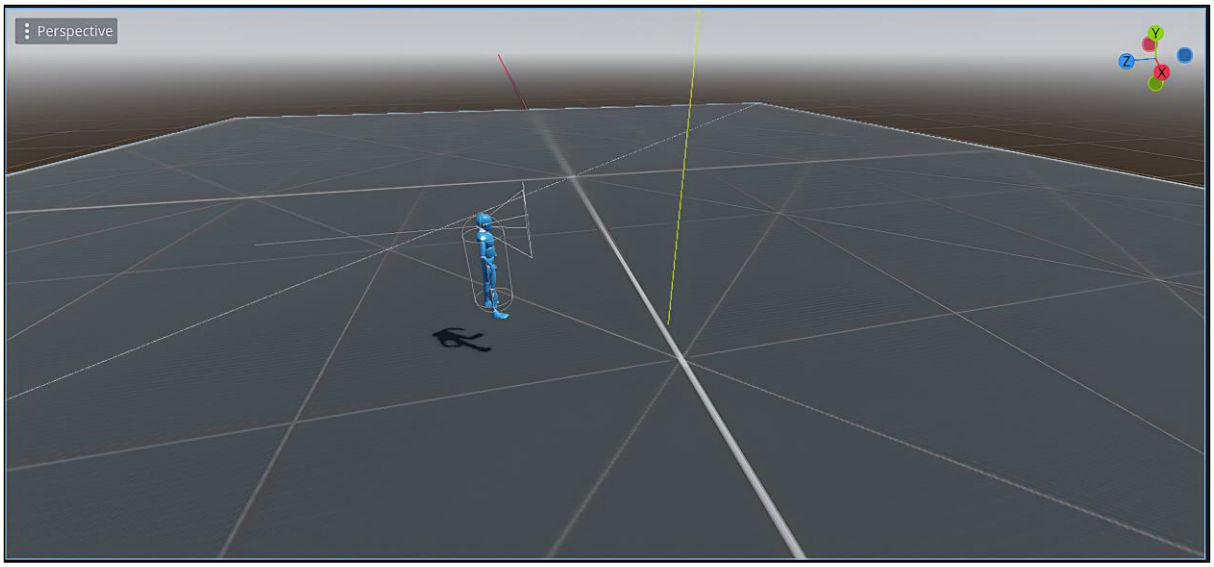


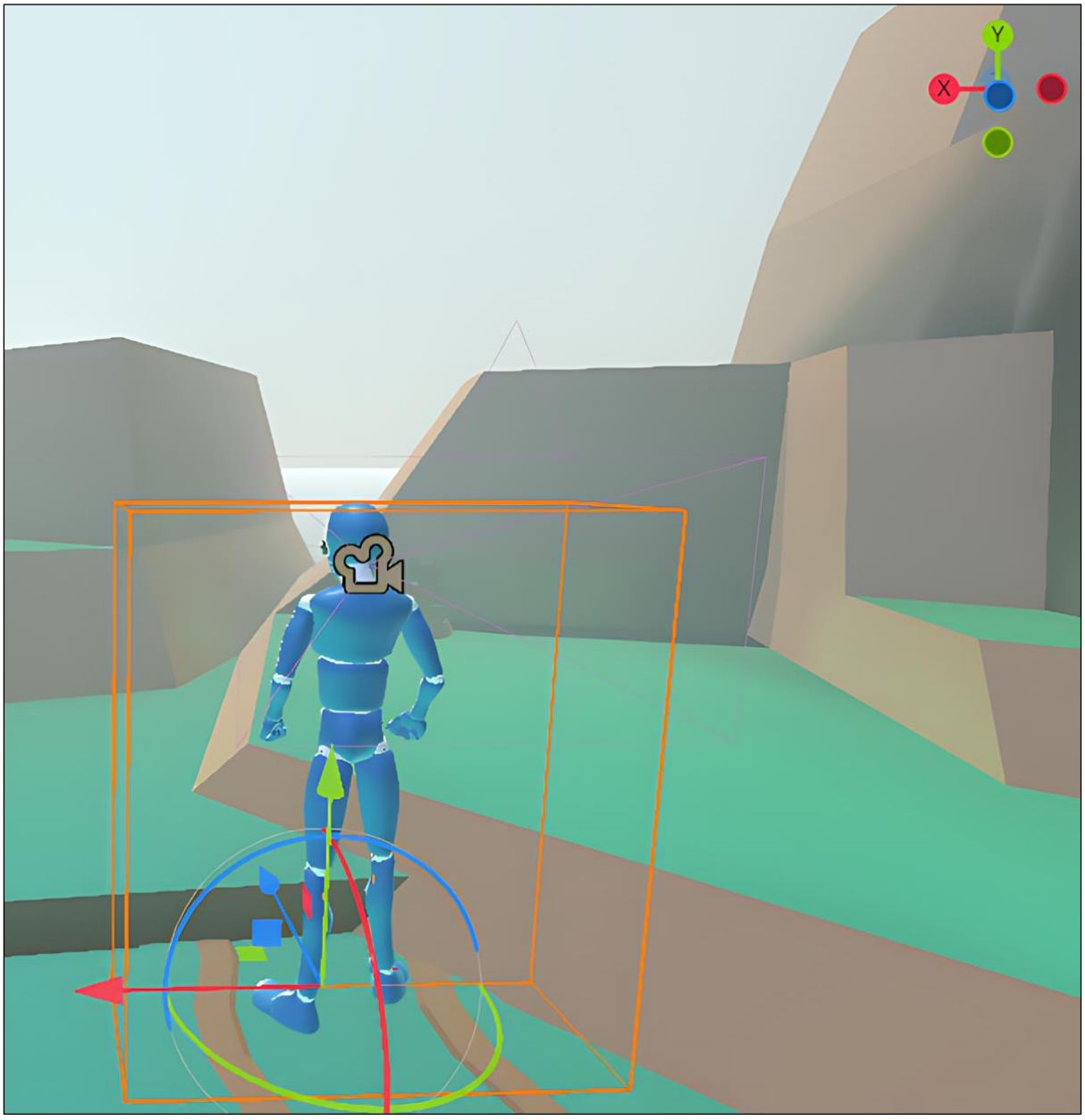


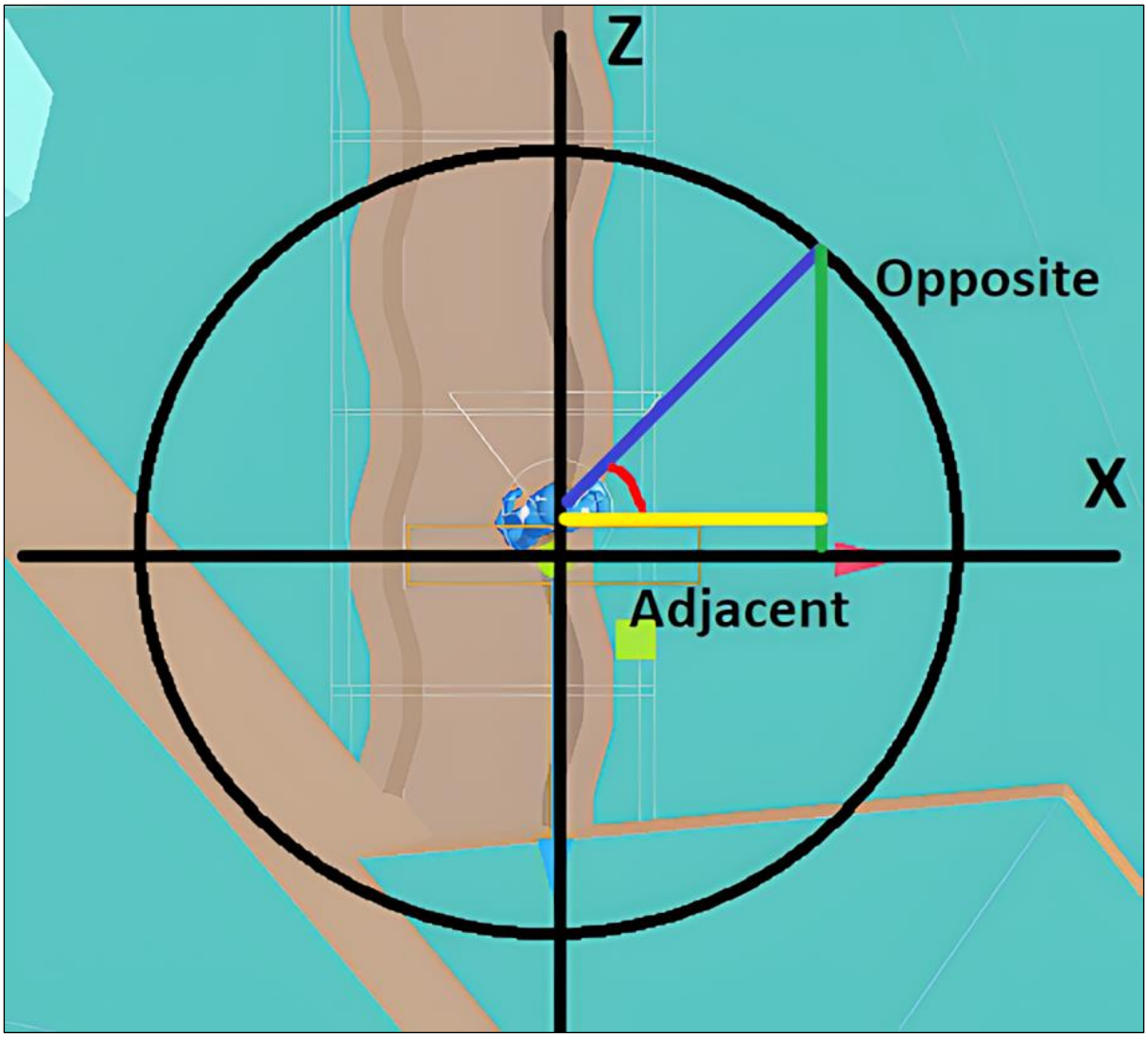


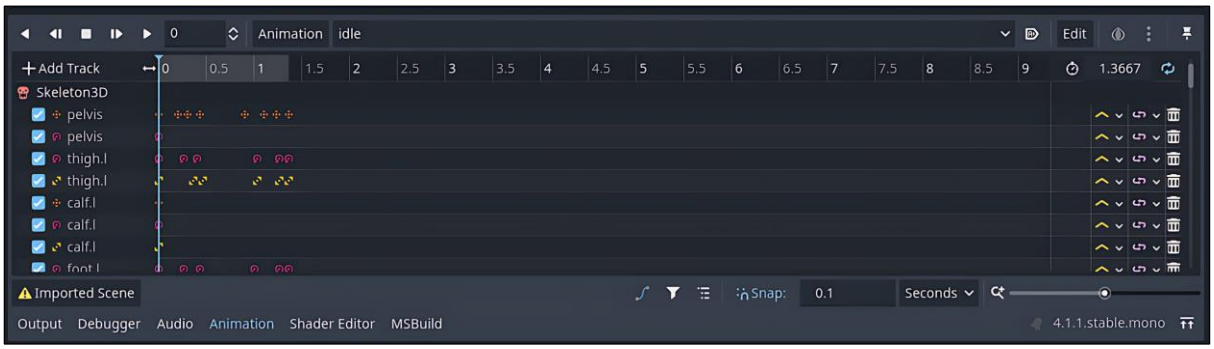

CSGBox3D
Size
x 25 m
y 1 m
z 25 m
Material
CSGPrimitive3D
Flip Faces
On
CSGShape3D
Operation
Union
Snap
0.001 m
Calculate Tangents
On
Use Collision
On

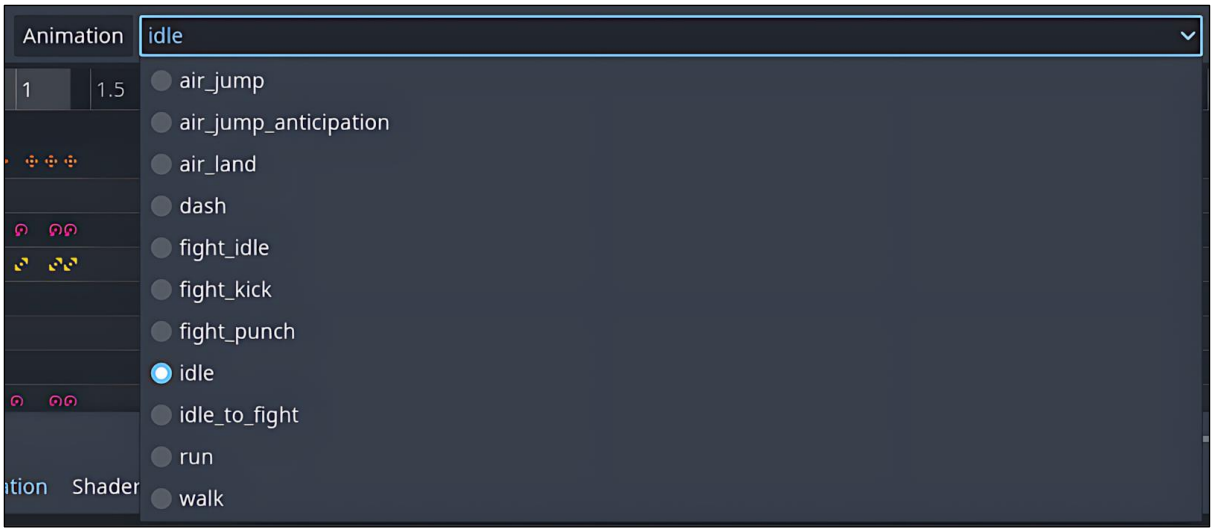

Scene
Import
Filter: name, t:type, g:
TestArea
CSGBox3D
Player.tscn
FileSystem
res://player/Player.tscn
Filter Files
Favorites:
res://
addons
env_textures
player
mannequiny-0.3.0.glb
Player.cs
Player.tscn

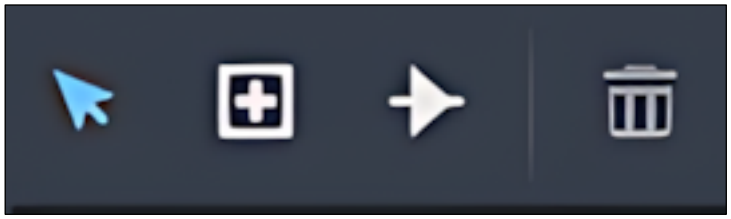

Perspective
Y
Z
X

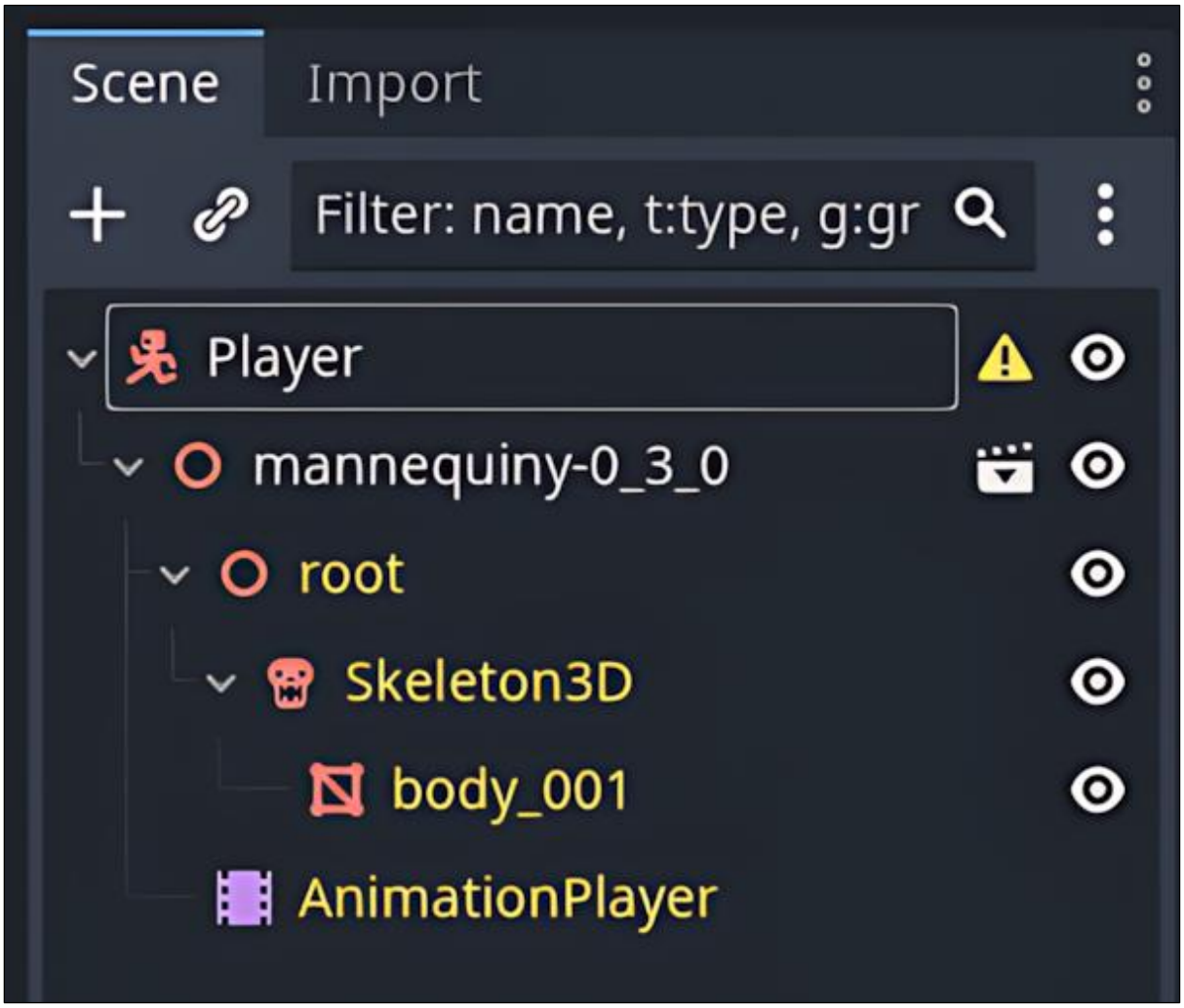

Y
X


Z
Opposite
X
Adjacent

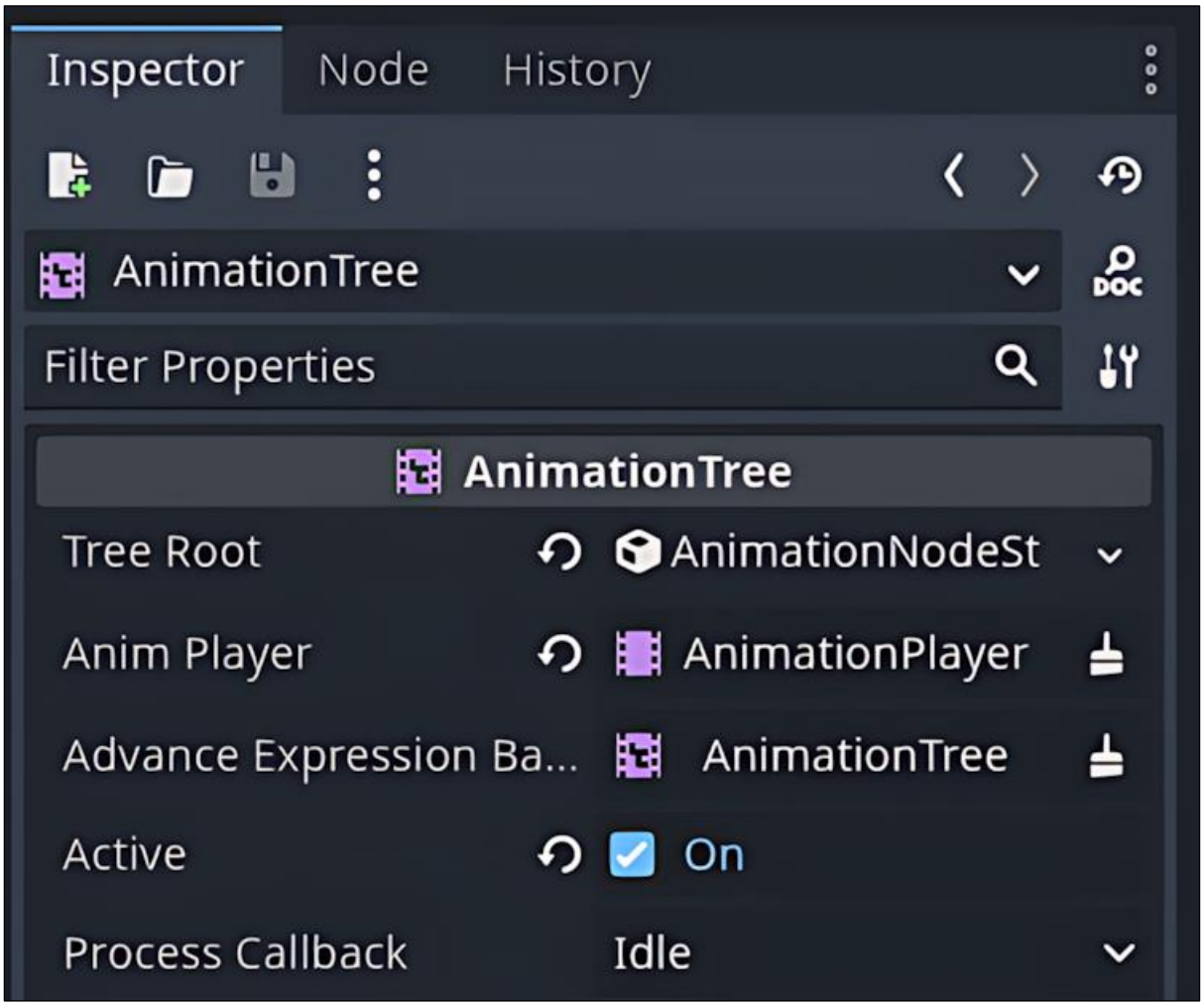

Animation
idle
Edit
Add Track
1.3667
Skeleton3D
pelvis
pelvis
thigh.l
thigh.l
calf.l
calf.l
calf.l
foot.l
Imported Scene
Snap:
0.1
Seconds
Output
Debugger
Audio
Animation
Shader Editor
MSBuild
4.1.1.stable.mono

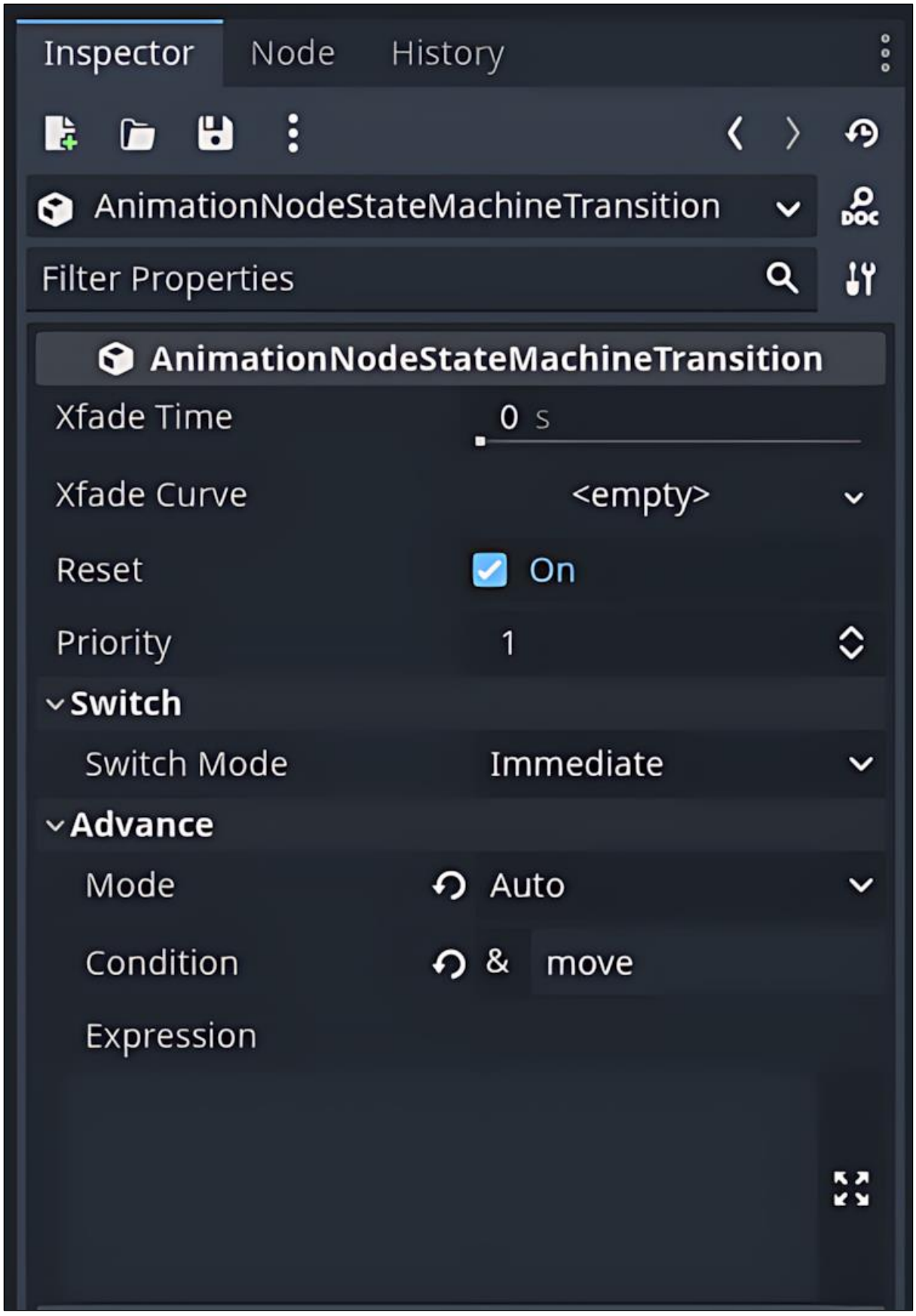

Animation
idle
1
1.5
air_jump
air_jump_anticipation
air_land
dash
fight_idle
fight_kick
fight_punch
idle
idle_to_fight
run
walk
ition
Shader

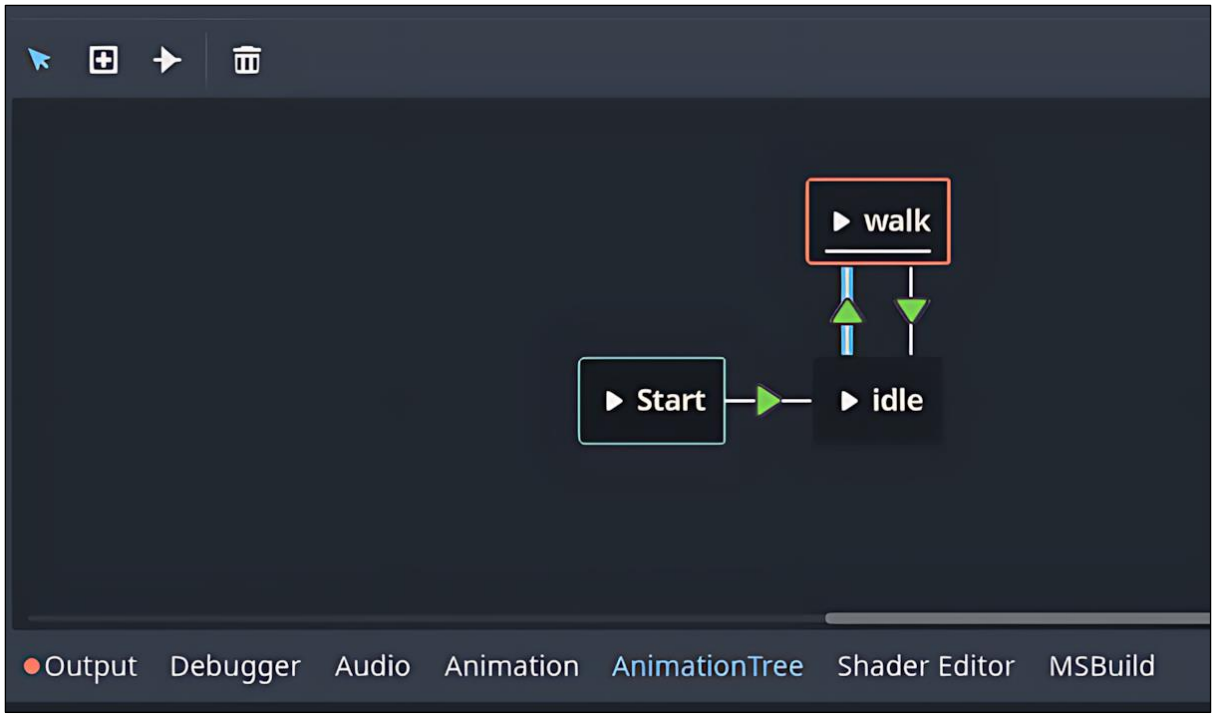


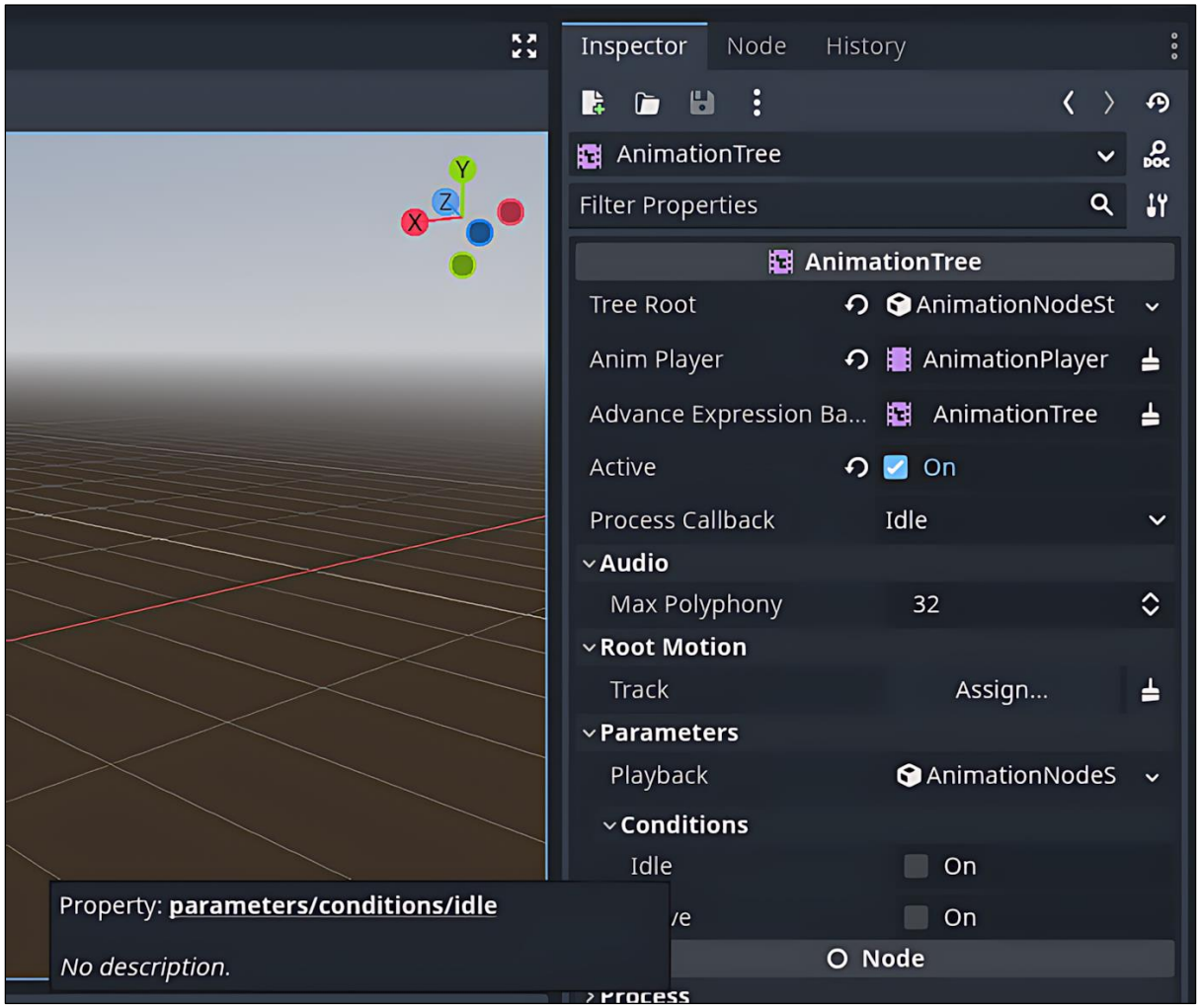

Scene
Import
Filter: name, t:type, g:gr
Player
mannequiny-0_3_0
root
Skeleton3D
body_001
AnimationPlayer

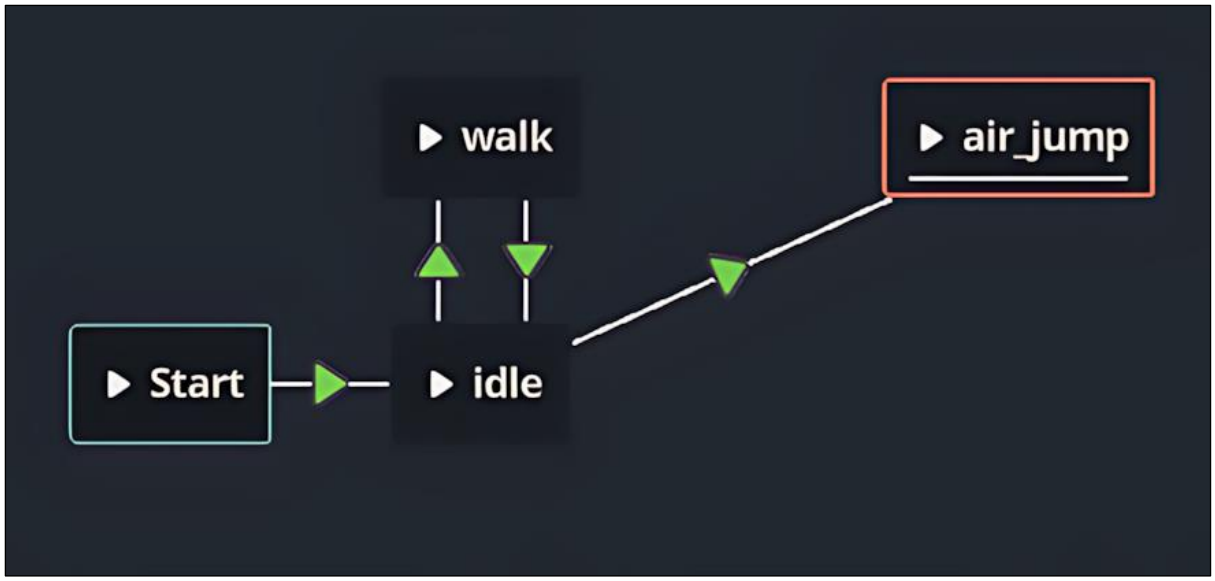

Path:
Root
Play Mode:
Travel
Start
idle
End
Output
Debugger
Audio
Animation
AnimationTree
Shader Editor
MSBuild
4.1.1.stable.mono

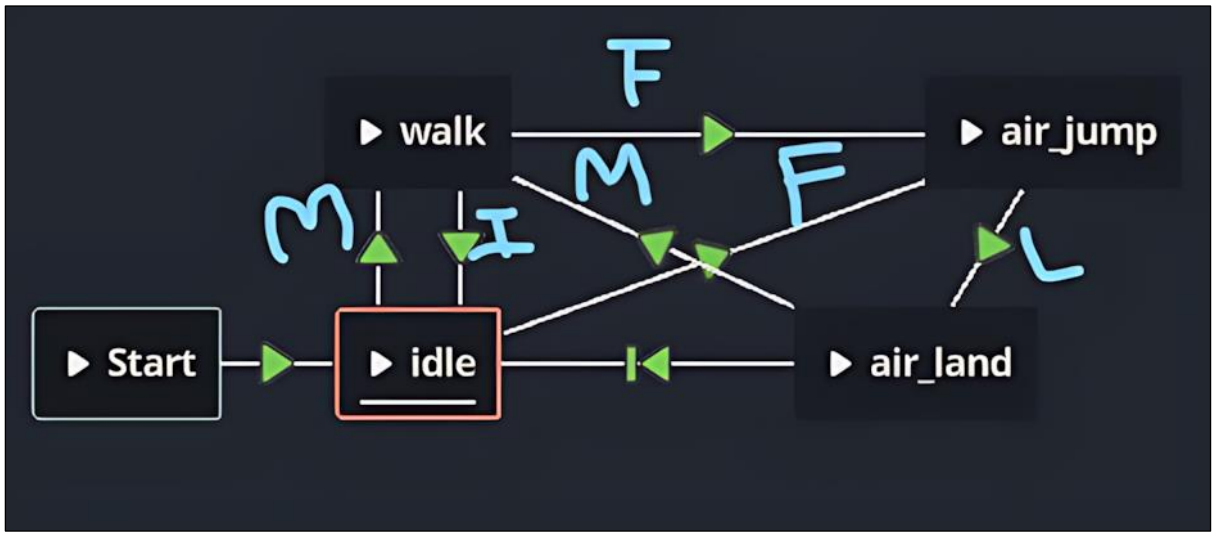

Inspector
Node
History
AnimationTree
DOC
Filter Properties
AnimationTree
Tree Root
AnimationNodeSt
Anim Player
AnimationPlayer
Advance Expression Ba...
AnimationTree
Active
On
Process Callback
Idle

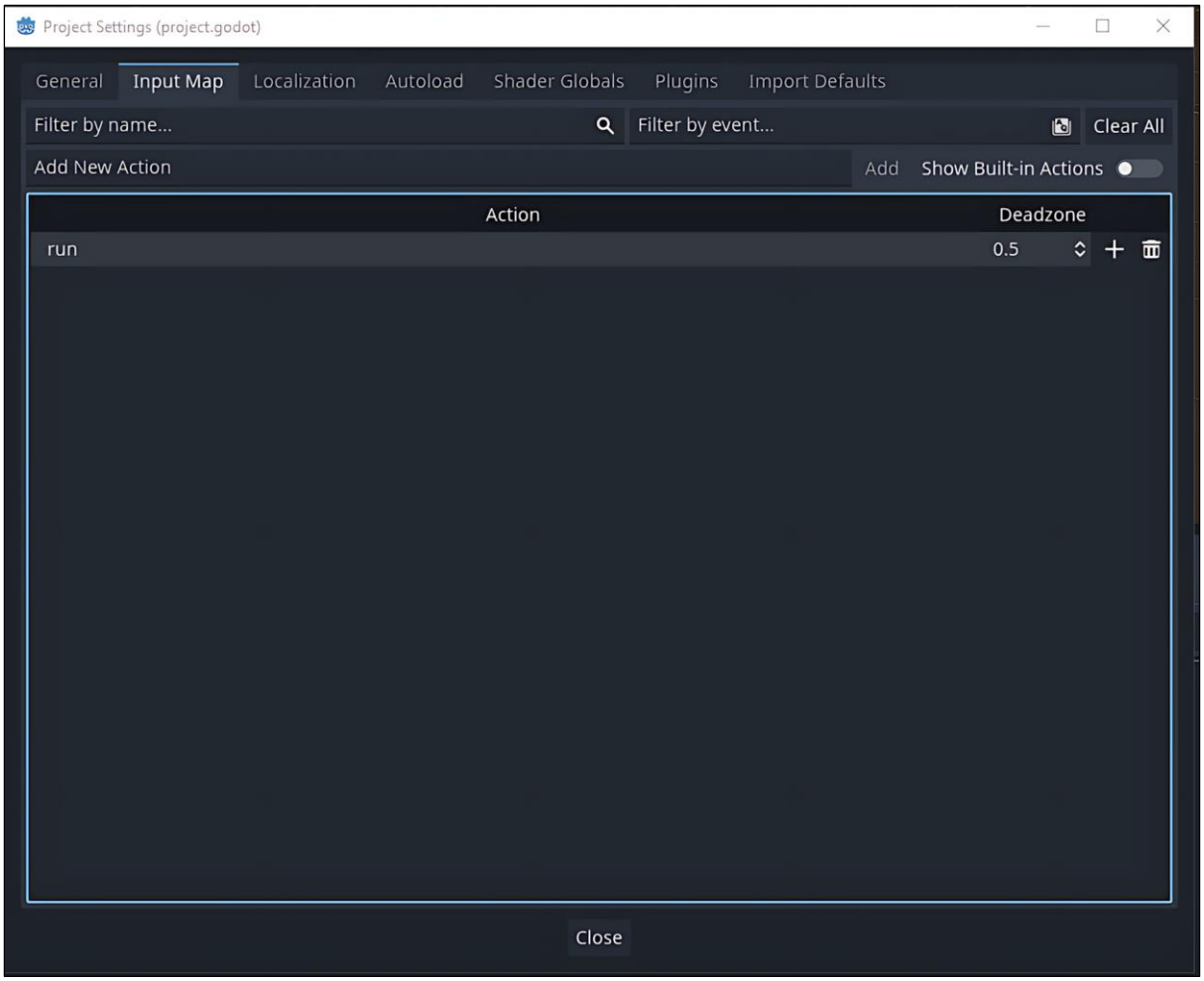

Inspector
Node
History
AnimationNodeStateMachineTransition
Filter Properties
AnimationNodeStateMachineTransition
Xfade Time
0 s
Xfade Curve
<empty>
Reset
On
Priority
1
Switch
Switch Mode
Immediate
Advance
Mode
Auto
Condition
&
move
Expression

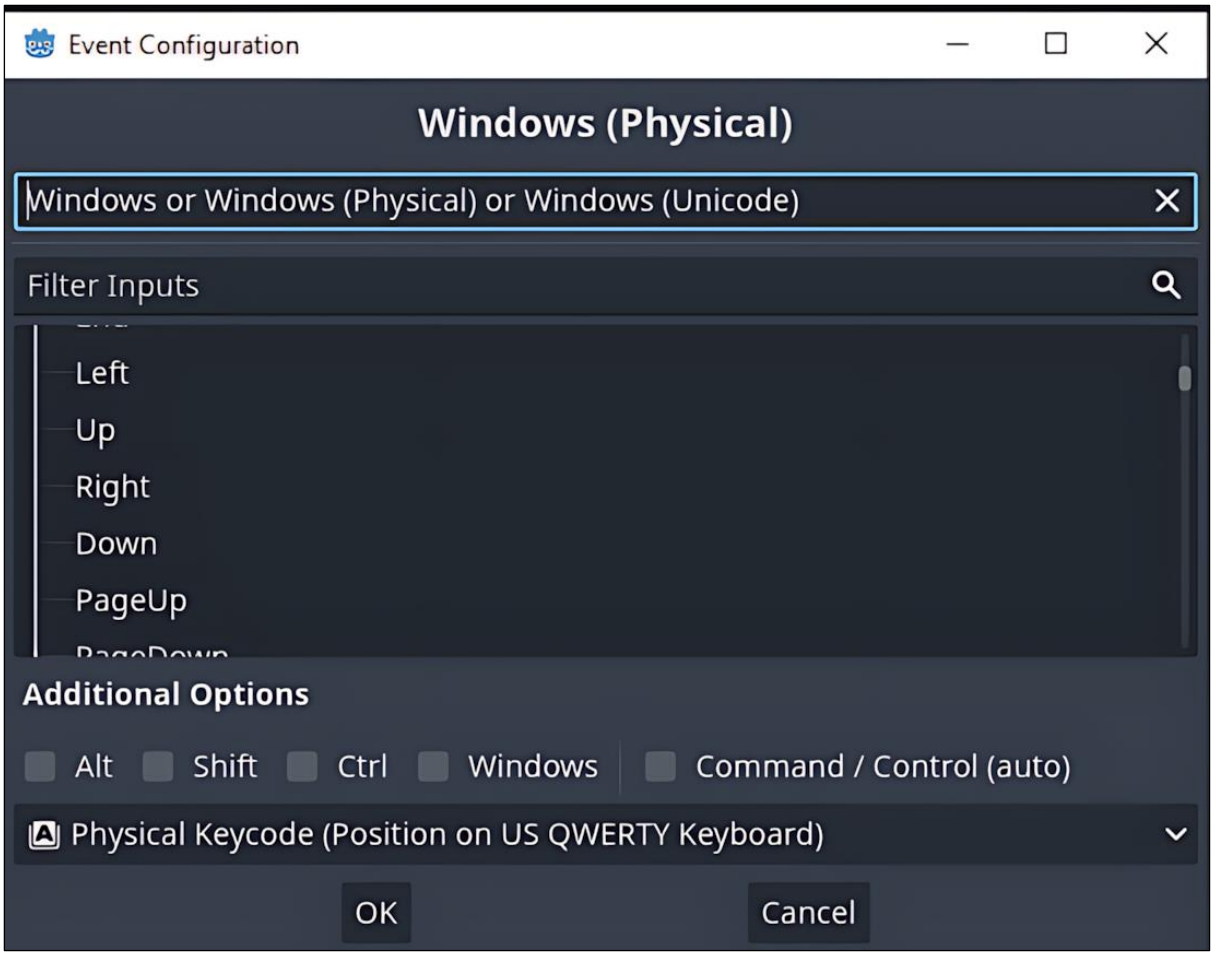

walk
Start
idle
Output
Debugger
Audio
Animation
AnimationTree
Shader Editor
MSBuild

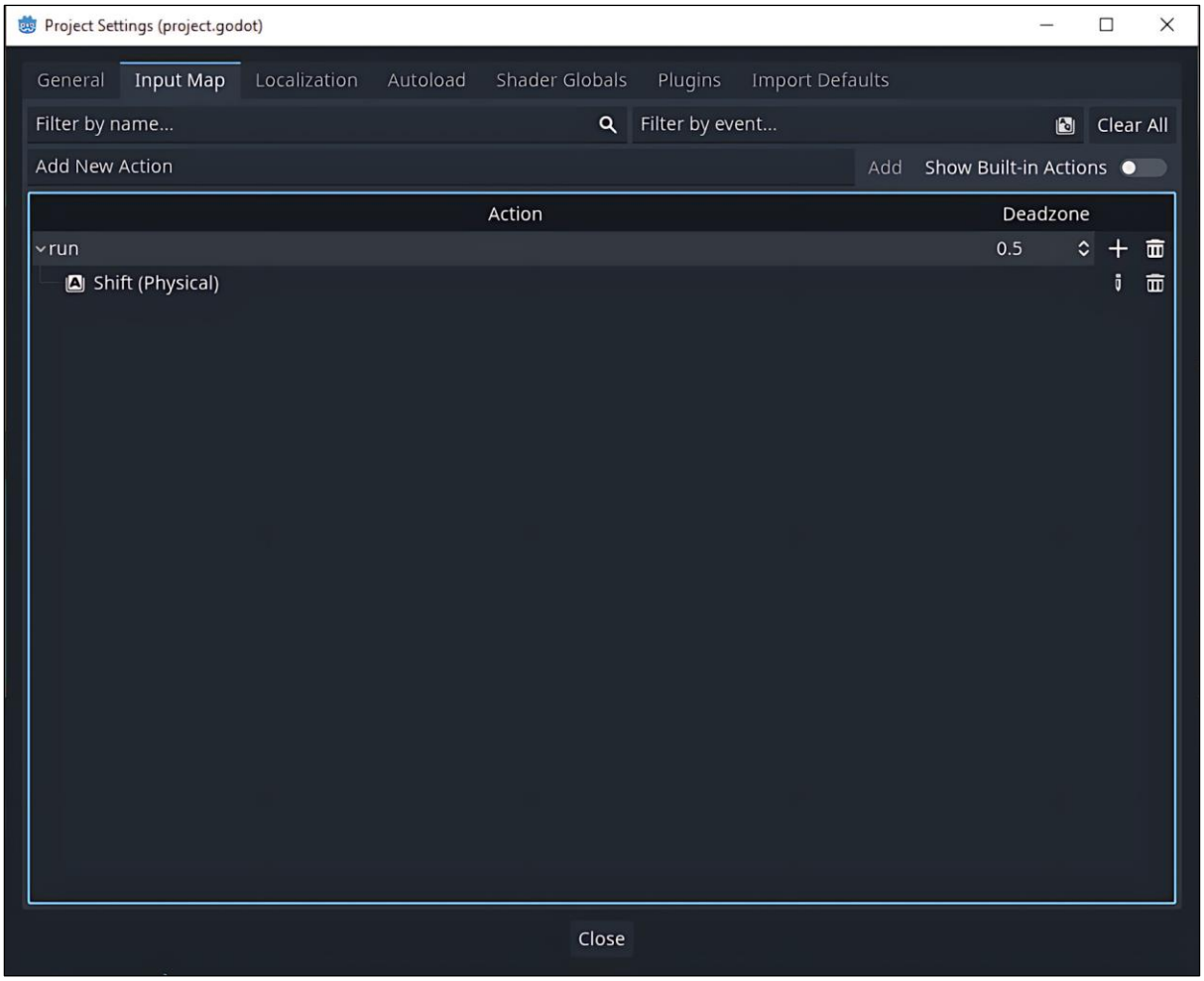

Inspector
Node
History
AnimationTree
Filter Properties
AnimationTree
Tree Root
AnimationNodeSt
Anim Player
AnimationPlayer
Advance Expression Ba...
AnimationTree
Active
On
Process Callback
Idle
Audio
Max Polyphony
32
Root Motion
Track
Assign...
Parameters
Playback
AnimationNodeS
Conditions
Idle
On
On
Node
Property: parameters/conditions/idle
No description.


walk
air_jump
Start
idle

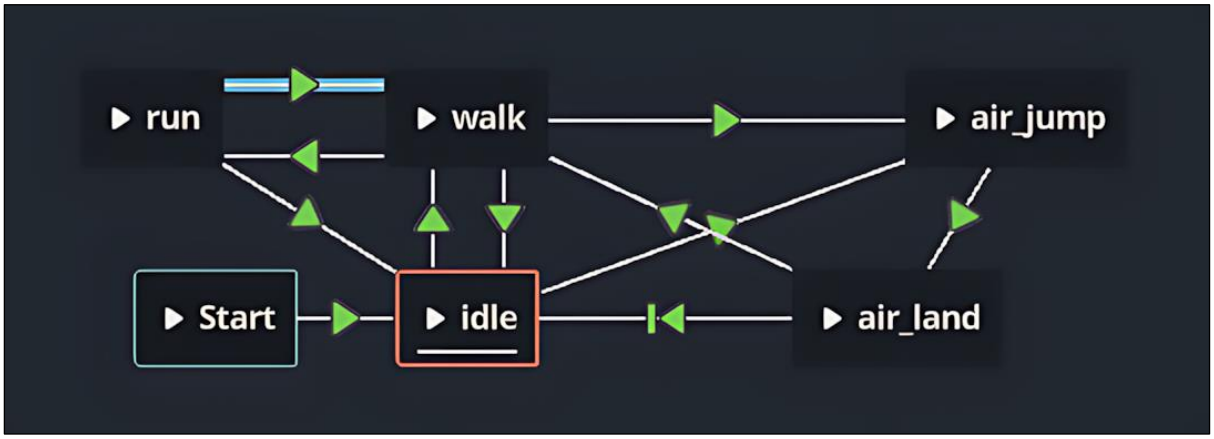

F
walk
air_jump
M
M
F
I
L
Start
idle
air_land

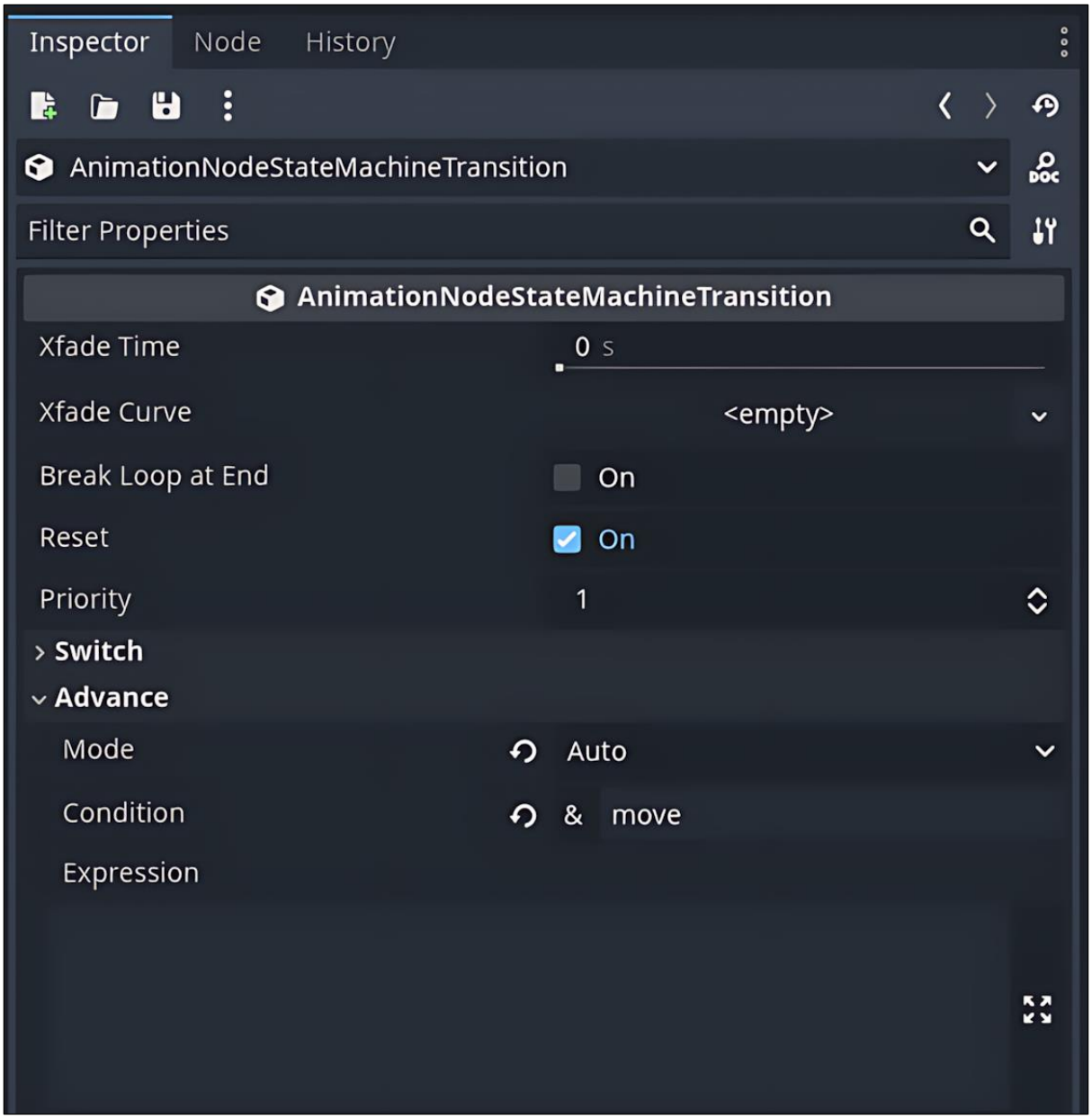

Project Settings (project.godot)
General
Input Map
Localization
Autoload
Shader Globals
Plugins
Import Defaults
Filter by name...
Filter by event...
Clear All
Add New Action
Add
Show Built-in Actions
Action
Deadzone
run
0.5
Close

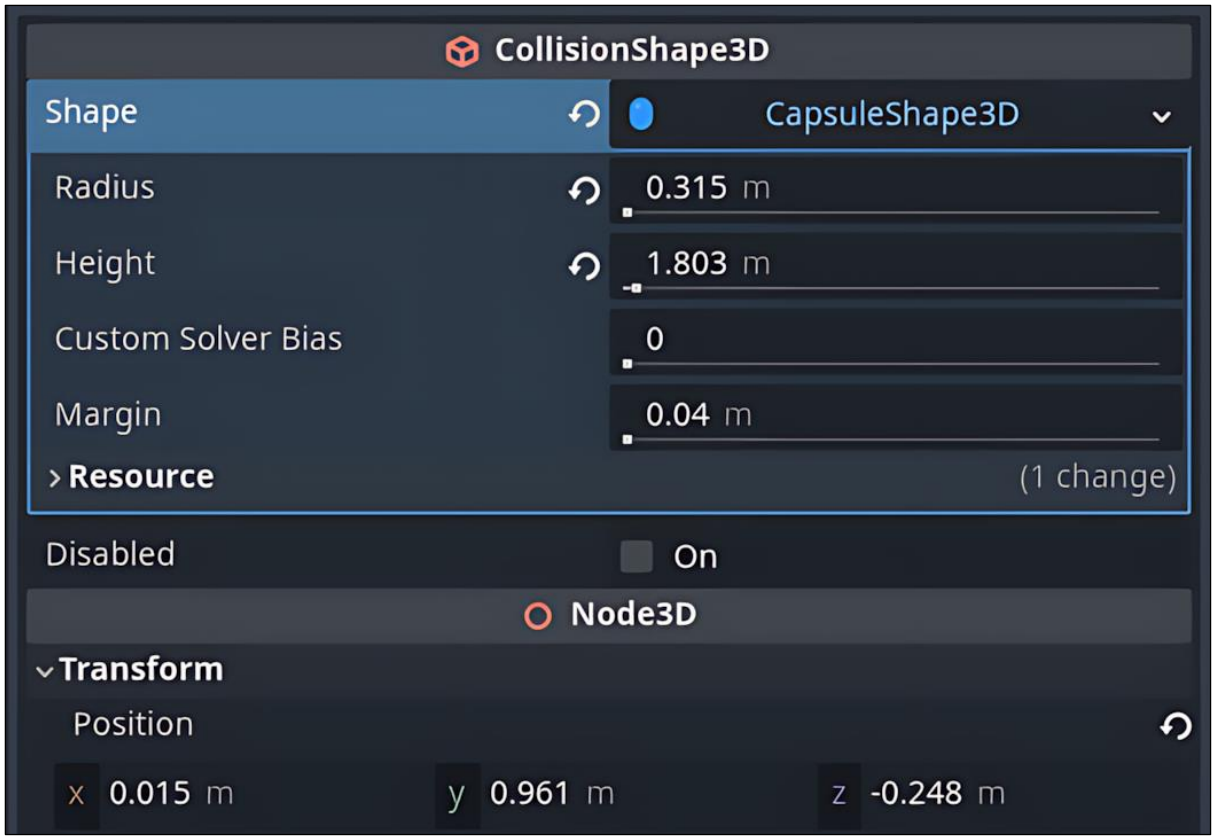

Event Configuration
Windows (Physical)
Windows or Windows (Physical) or Windows (Unicode)
Filter Inputs
Left
Up
Right
Down
PageUp
Additional Options
Alt
Shift
Ctrl
Windows
Command / Control (auto)
Physical Keycode (Position on US QWERTY Keyboard)
OK
Cancel

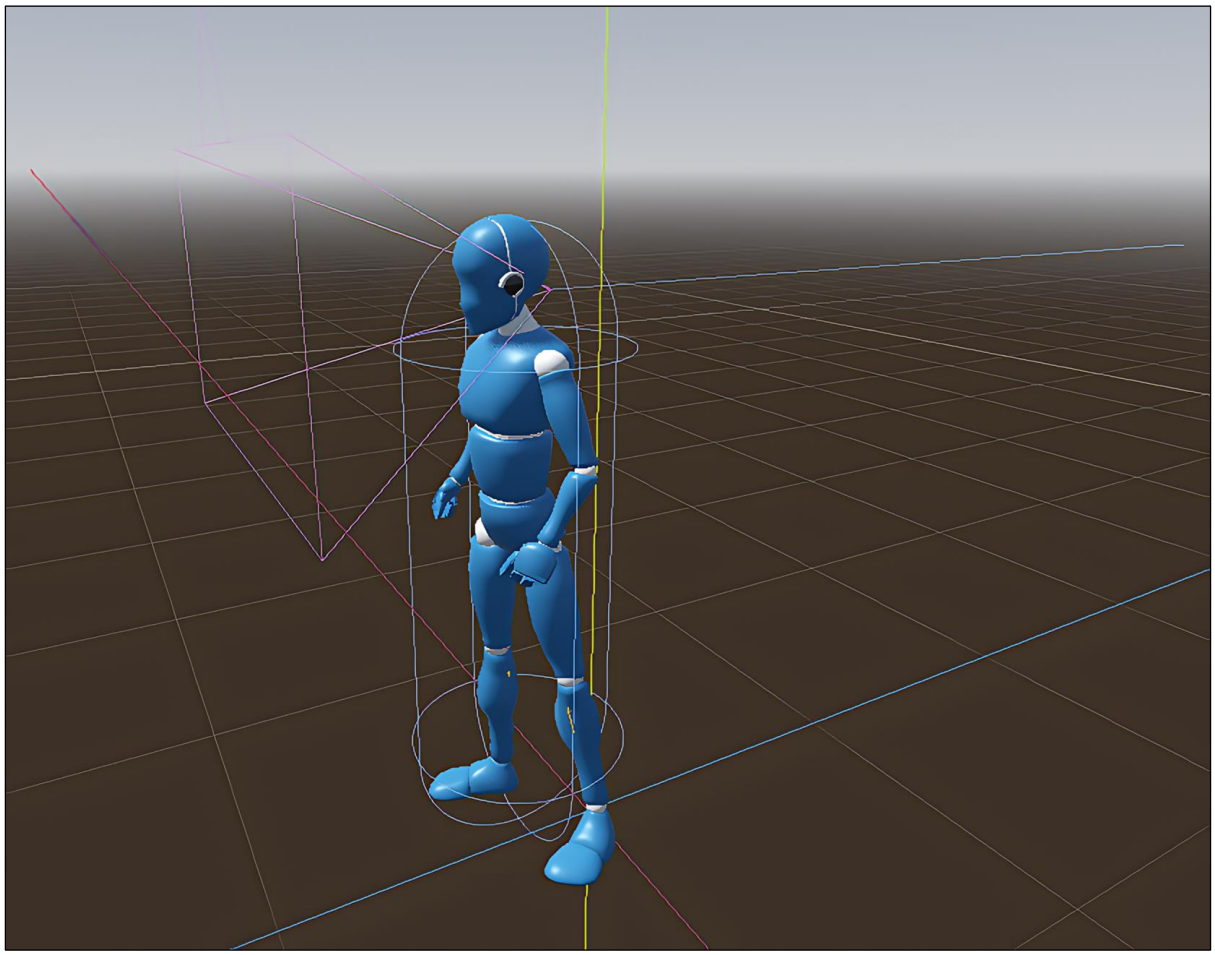

Project Settings (project.godot)
General
Input Map
Localization
Autoload
Shader Globals
Plugins
Import Defaults
Filter by name...
Filter by event...
Clear All
Add New Action
Add
Show Built-in Actions
Action
Deadzone
run
0.5
Shift (Physical)
Close

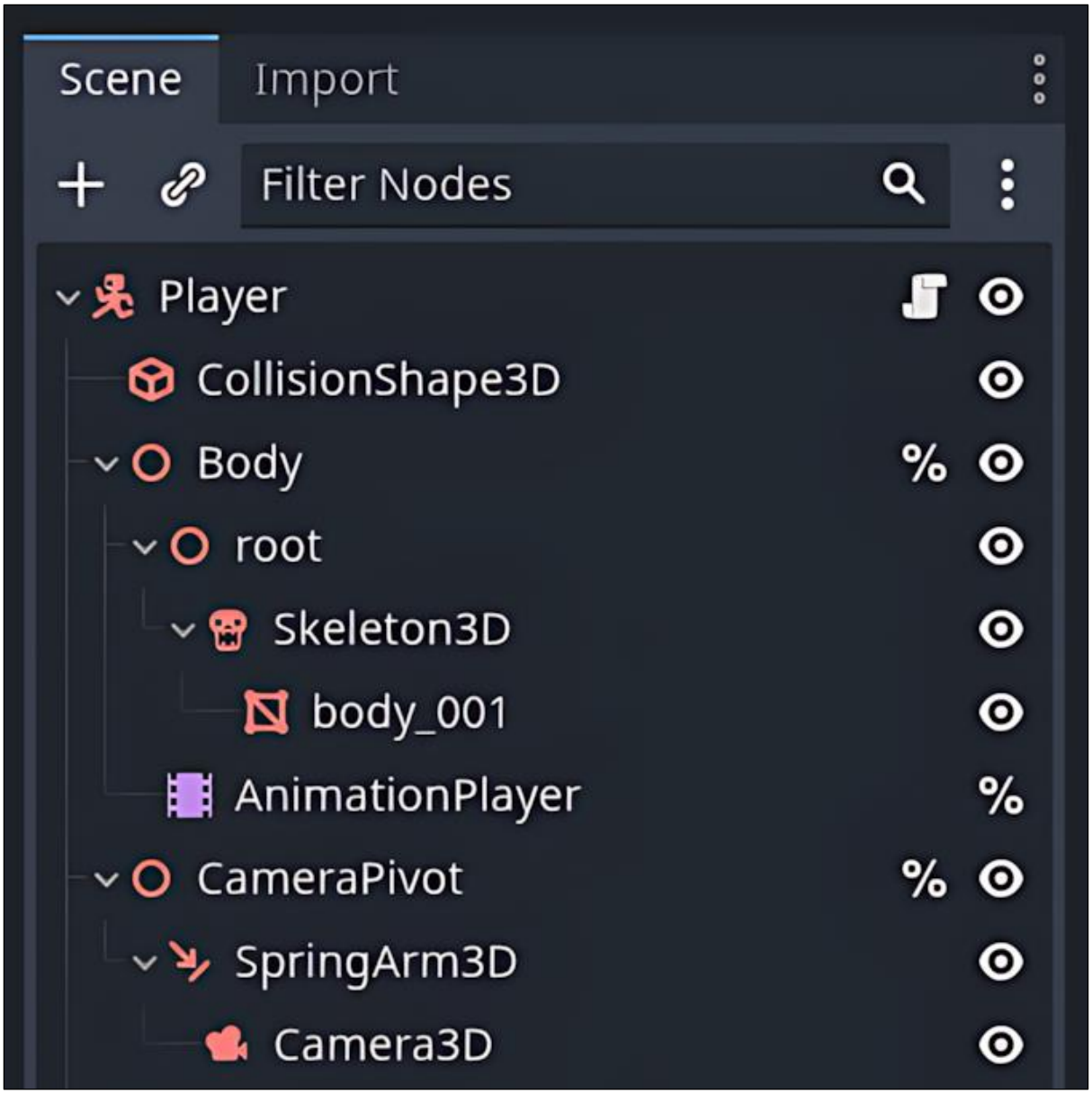

Animation
air_jump
Edit
Add Track
0.3333
Skeleton3D
pelvis
pelvis
thigh.l
thigh.l
calf.l
calf.l
calf.l
air_jump
air_jump_anticipation
air_land
dash
fight_idle
fight_kick
fight_punch
idle
idle_to_fight
run
walk
Imported Scene
Snap:
0.0333
Seconds

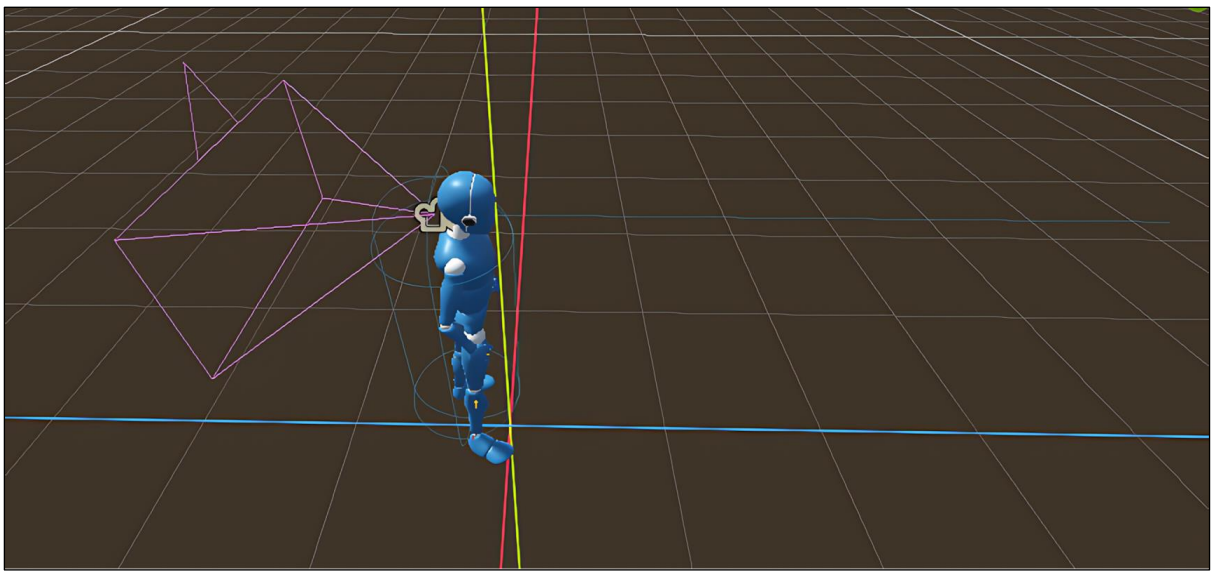

run
walk
air_jump
Start
idle
air_land


Inspector
Node
History
AnimationNodeStateMachineTransition
Filter Properties
AnimationNodeStateMachineTransition
Xfade Time
0 s
Xfade Curve
<empty>
Break Loop at End
On
Reset
On
Priority
1
Switch
Advance
Mode
Auto
Condition
&
move
Expression


CollisionShape3D
Shape
CapsuleShape3D
Radius
0.315 m
Height
1.803 m
Custom Solver Bias
0
Margin
0.04 m
Resource
(1 change)
Disabled
On
Node3D
Transform
Position
x 0.015 m
y 0.961 m
z -0.248 m

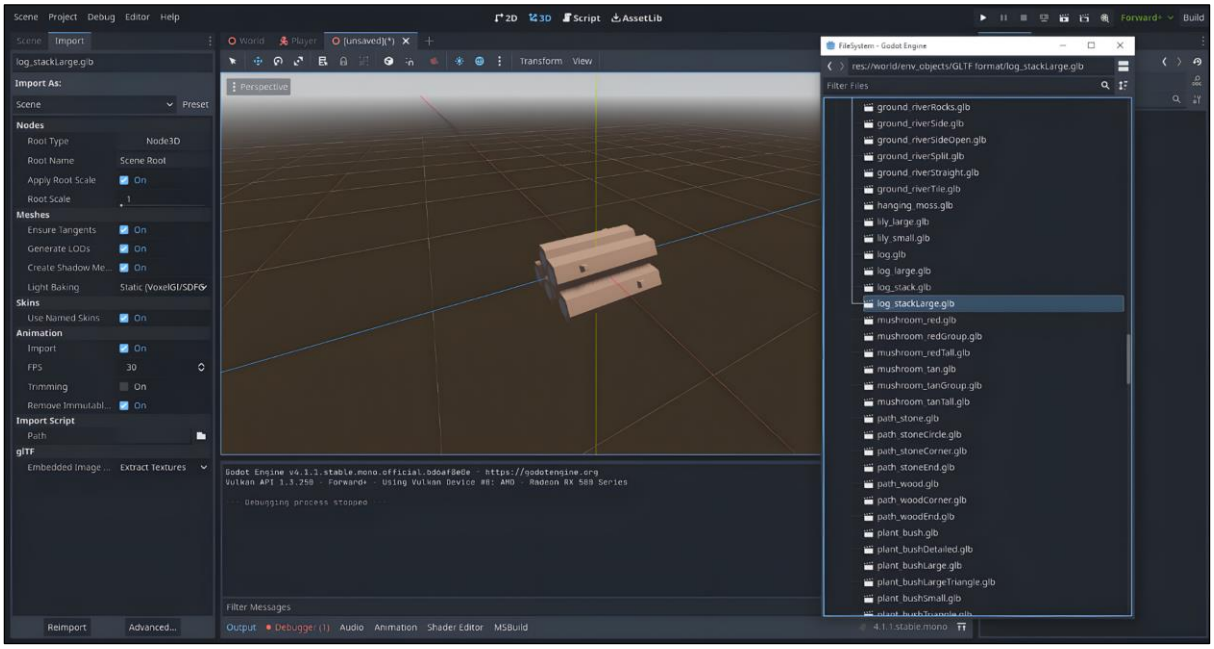


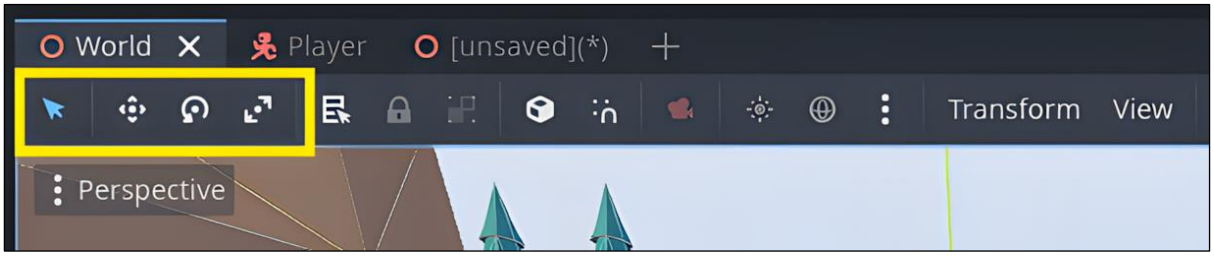

Scene
Import
Filter Nodes
Player
CollisionShape3D
Body
root
Skeleton3D
body_001
AnimationPlayer
CameraPivot
SpringArm3D
Camera3D

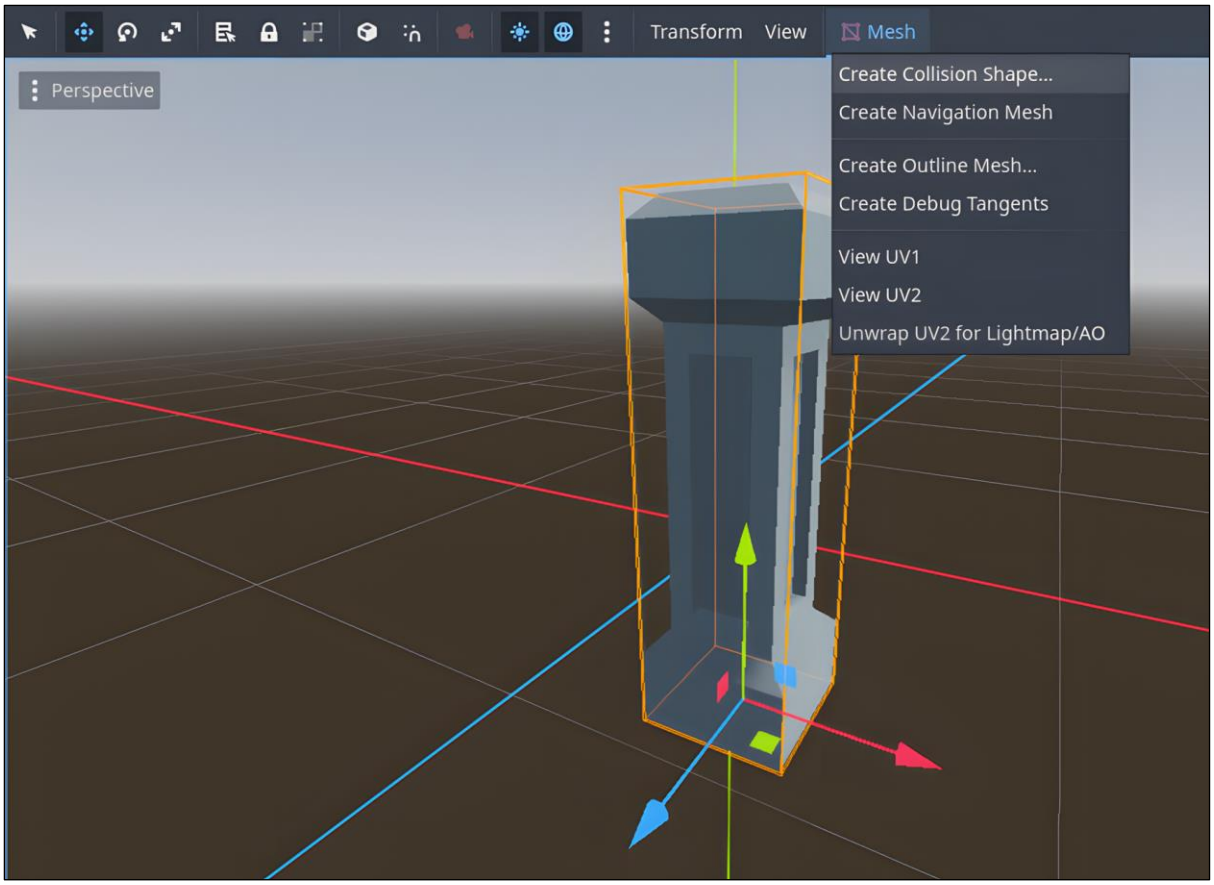


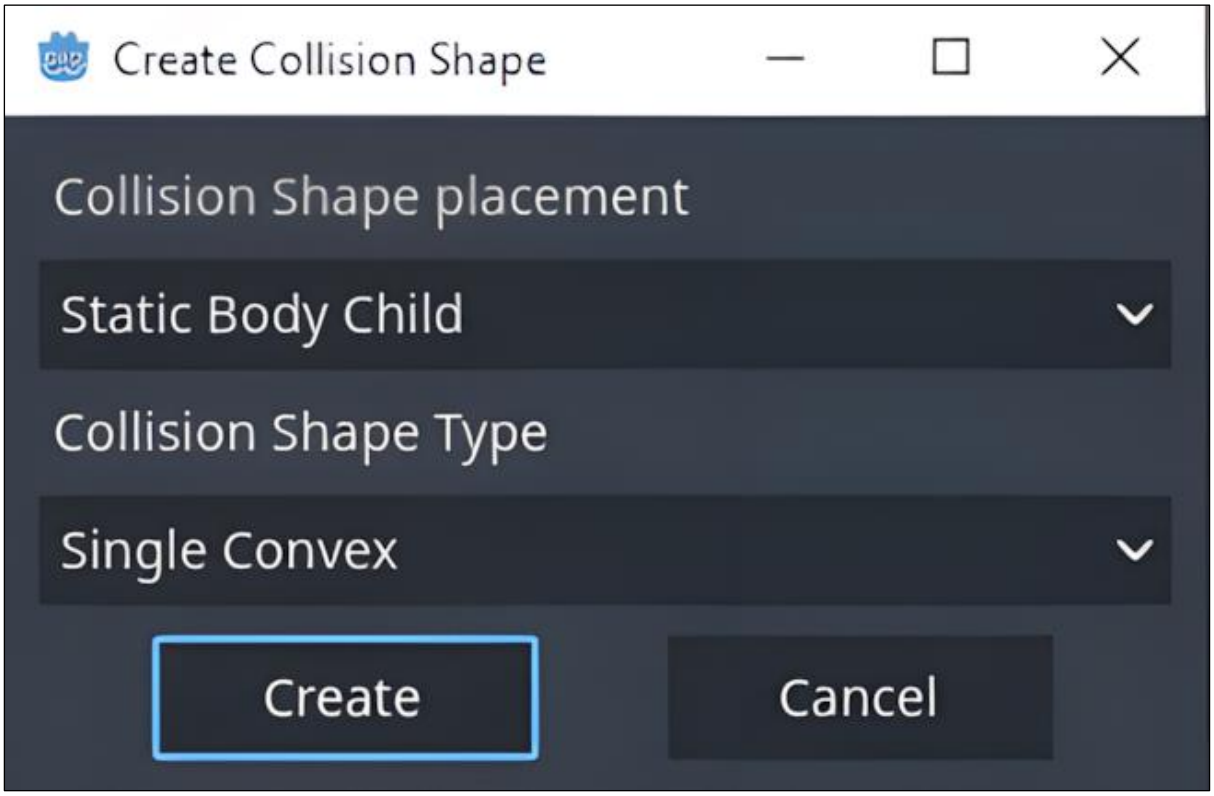

Forward+

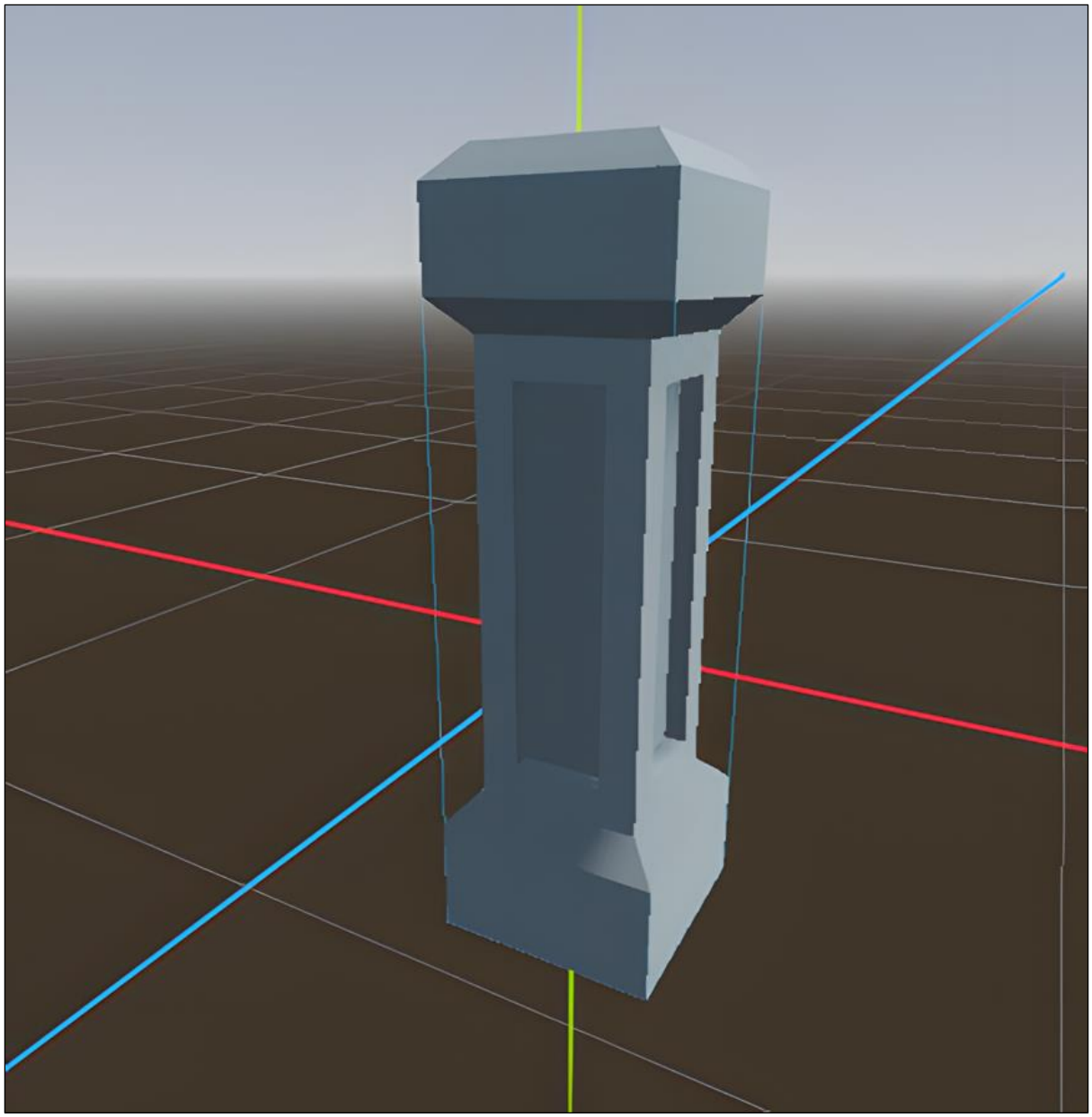
Chapter 5: Creating Our Game World

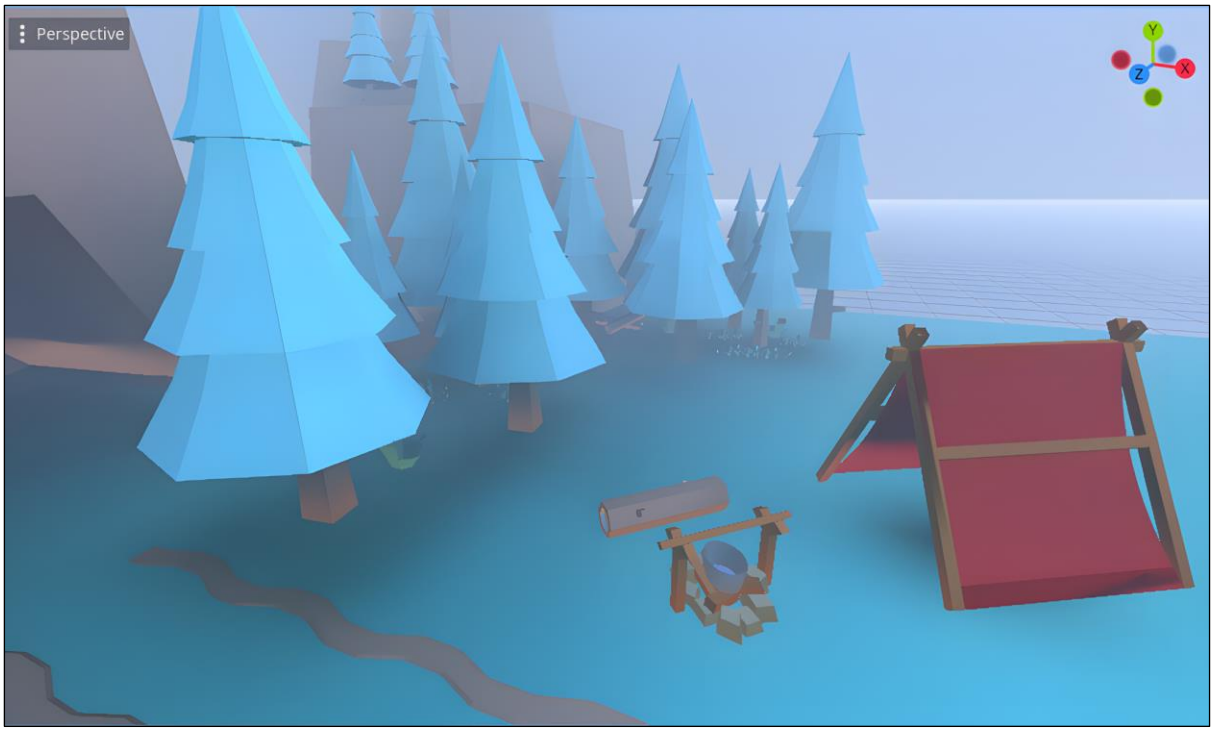


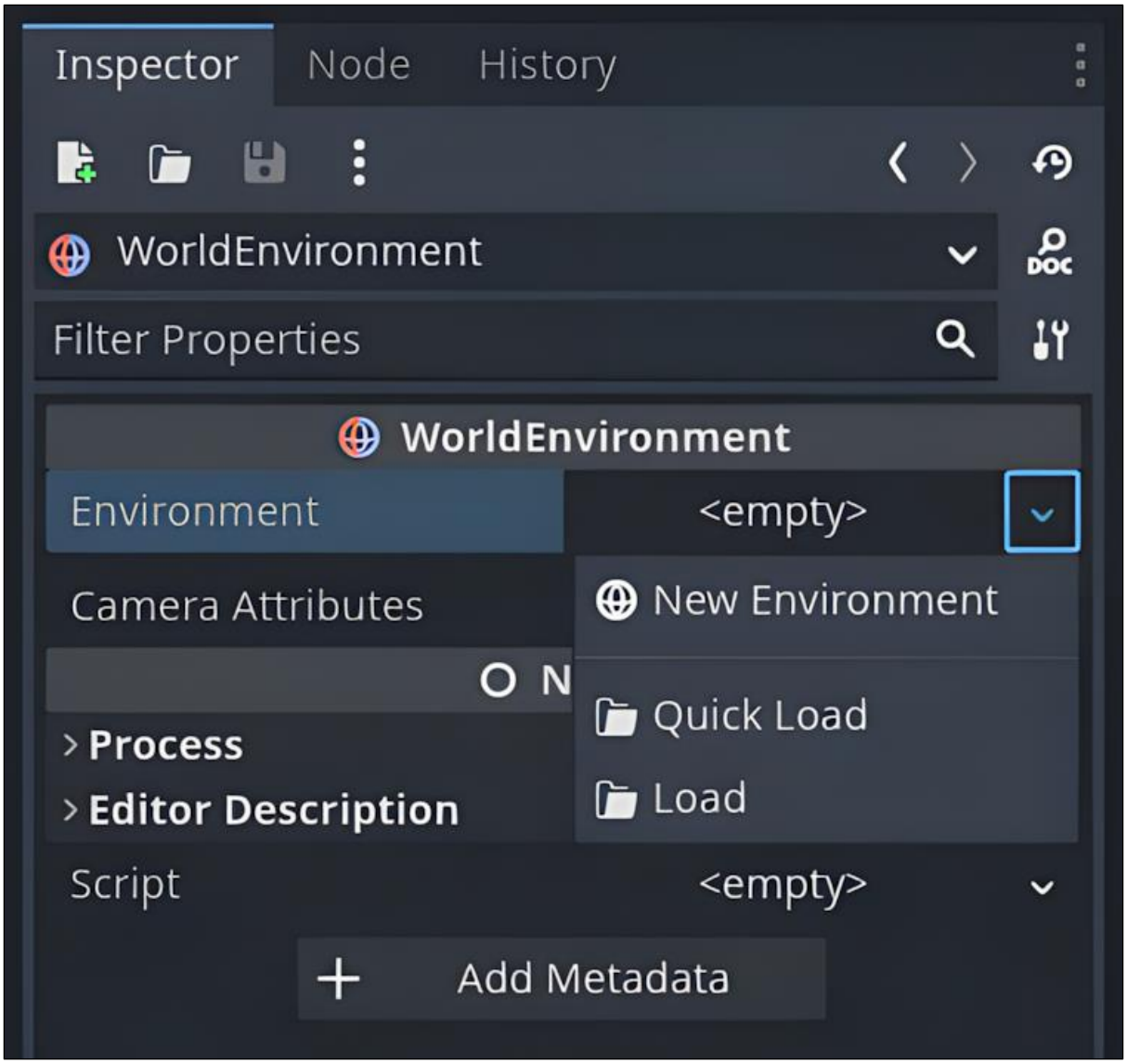



Transform
View
Mesh
Perspective
Create Collision Shape...
Create Navigation Mesh
Create Outline Mesh...
Create Debug Tangents
View UV1
View UV2
Unwrap UV2 for Lightmap/AO


Create Collision Shape
Collision Shape placement
Static Body Child
Collision Shape Type
Single Convex
Create
Cancel



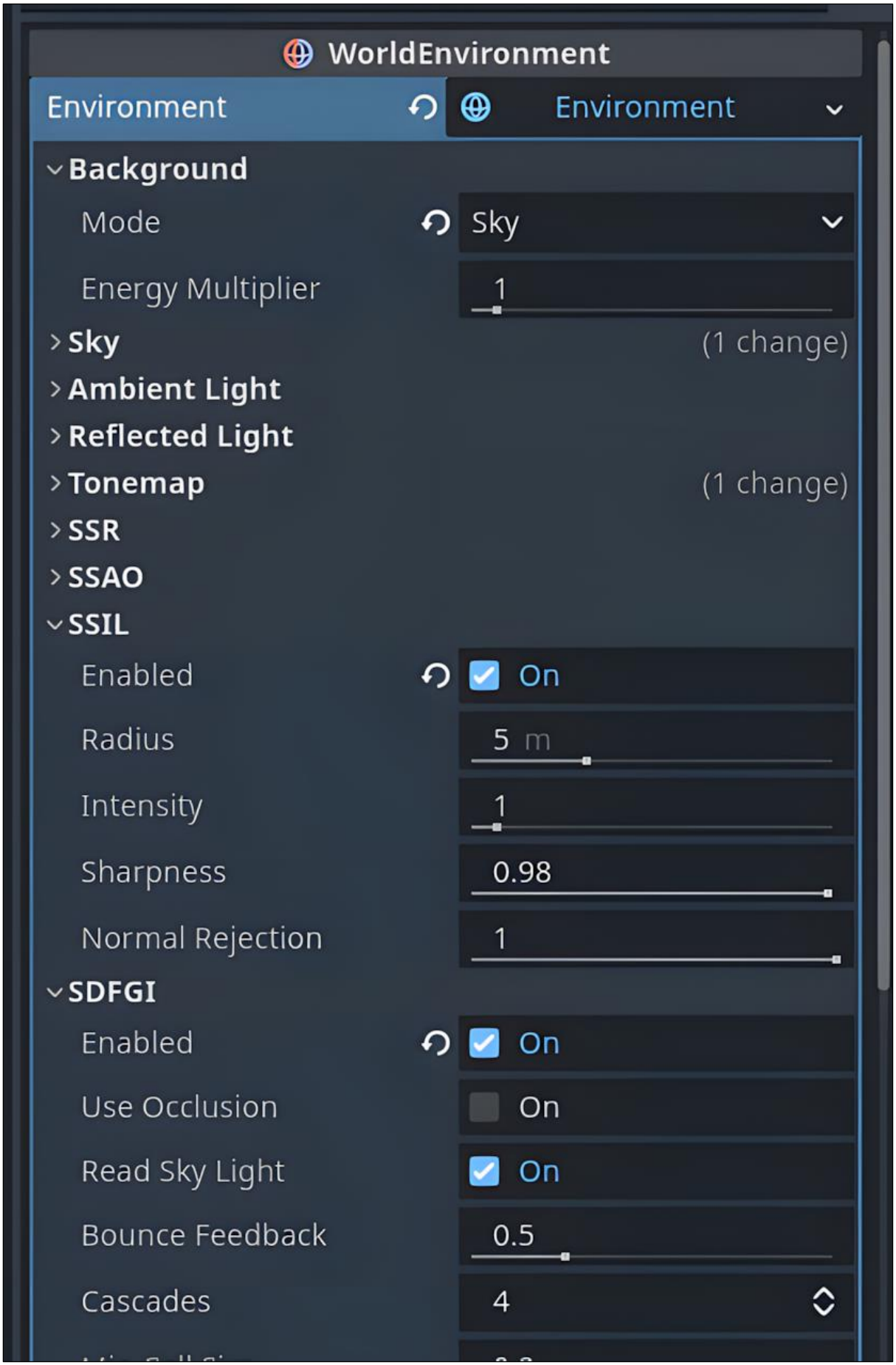

Perspective
Y
Z
X

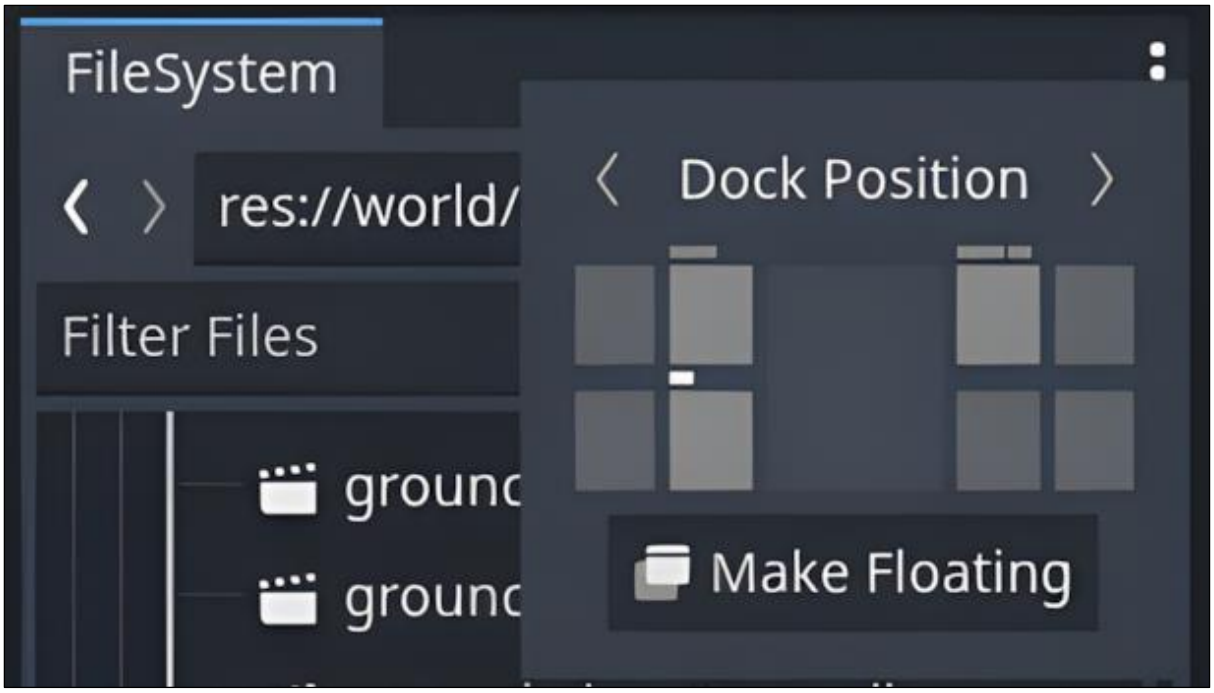

Inspector
Node
History
WorldEnvironment
DOC
Filter Properties
WorldEnvironment
Environment
<empty>
Camera Attributes
New Environment
Quick Load
Load
Process
Editor Description
Script
<empty>
Add Metadata

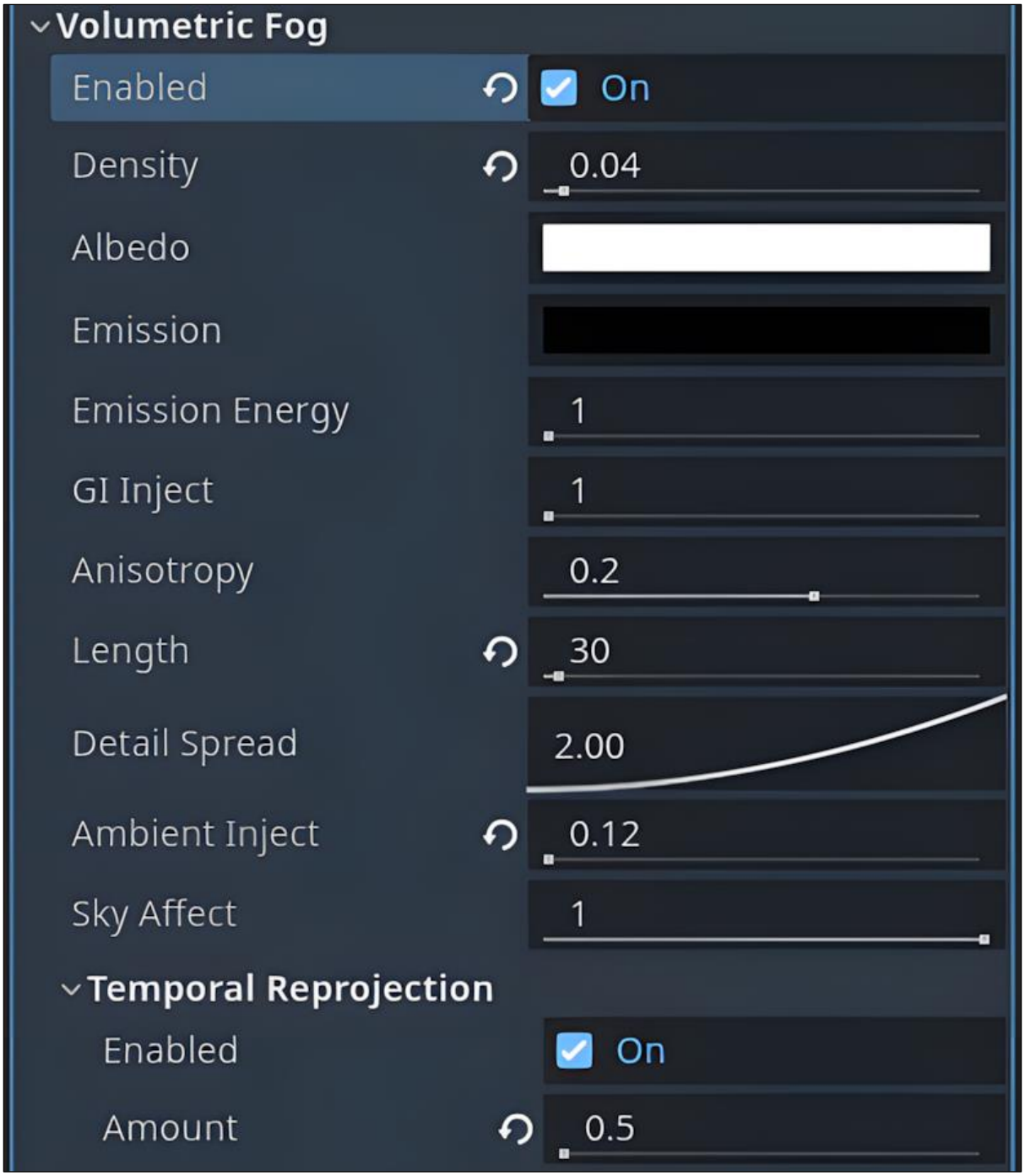

Inspector
Node
History
WorldEnvironment
Filter Properties
WorldEnvironment
Environment
Environment
Background
Ambient Light
Reflected Light
Tonemap
SSR
SSAO
SSIL
SDFGI
Glow
Fog
Volumetric Fog
Adjustments
Resource
Camera Attributes
<empty>
Node
Process
Editor Description
Script
<empty>
Add Metadata

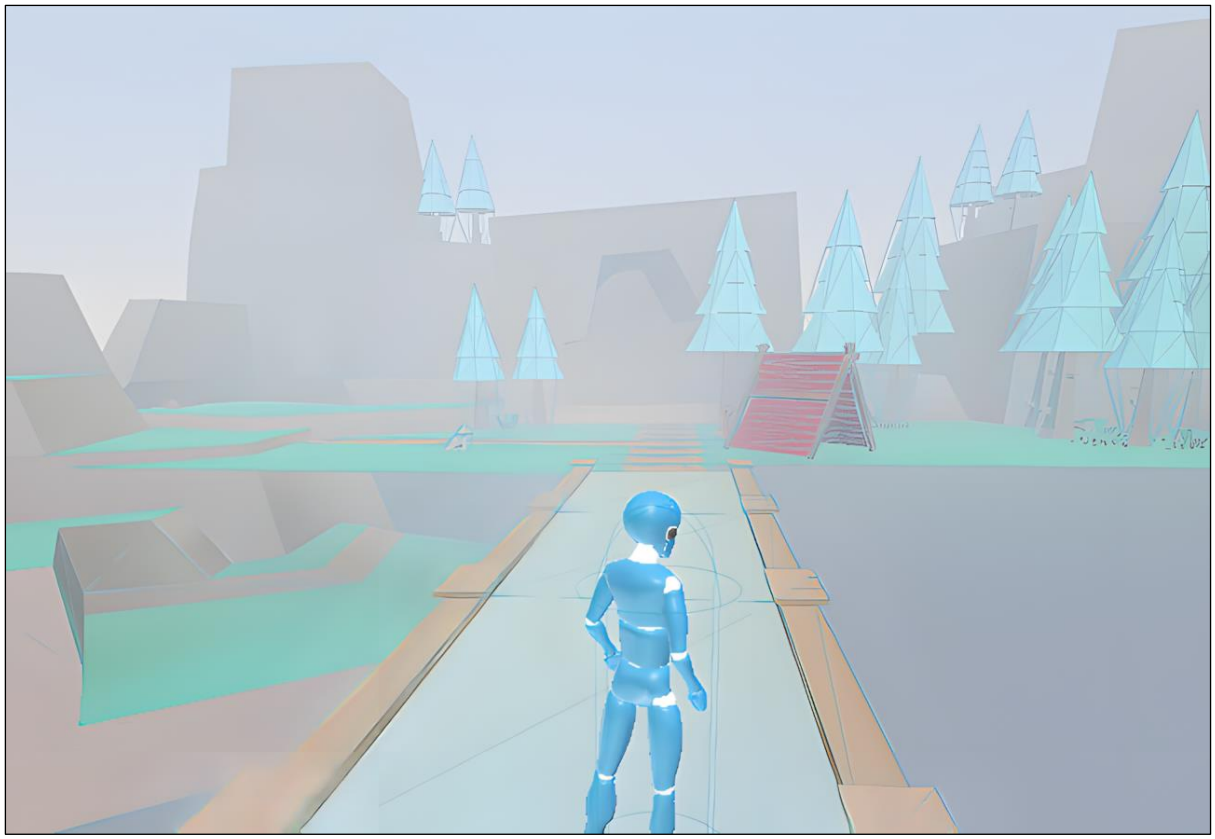

Inspector
Node
History
WorldEnvironment
Filter Properties
WorldEnvironment
Environment
Environment
Background
Mode
Sky
Energy Multiplier
1
Sky
Sky
Sky
Custom FOV
0 °
Rotation
x 0 °
y 0 °
z 0 °
Ambient Light
Reflected Light
Tonemap
(1 change)
SSR
(1 change)
SSAO
SSIL
(1 change)
SDFGI
(1 change)
Glow
Fog
Volumetric Fog
(4 changes)
Adjustments
Resource
(1 change)

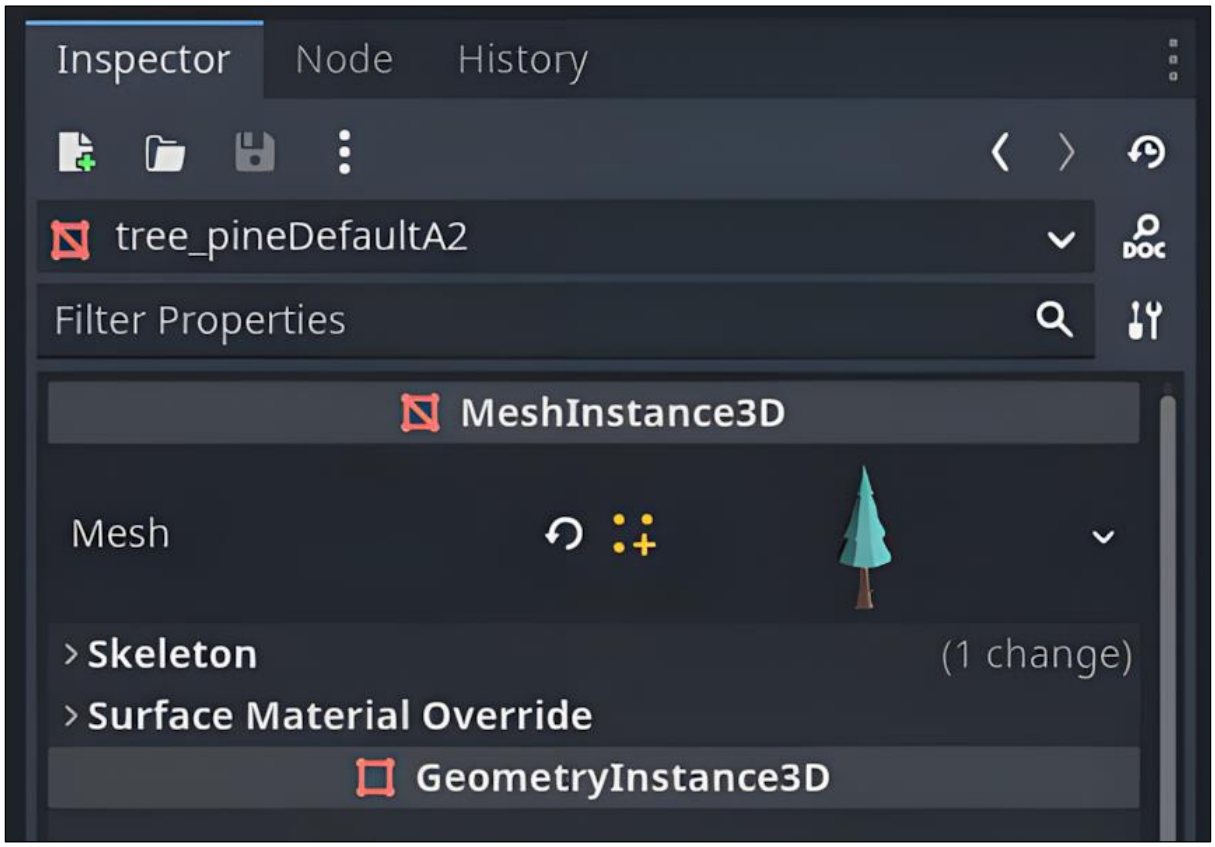

WorldEnvironment
Environment
Environment
Background
Mode
Sky
Energy Multiplier
1
Sky
Sky
Sky
Sky Material
ProceduralSky
Use Debanding
On
Sky
Top Color
Horizon Color
Curve
0.150
Energy Multiplier
2
Cover
<empty>
Cover Modulate
Ground
Sun
Resource
(1 change)

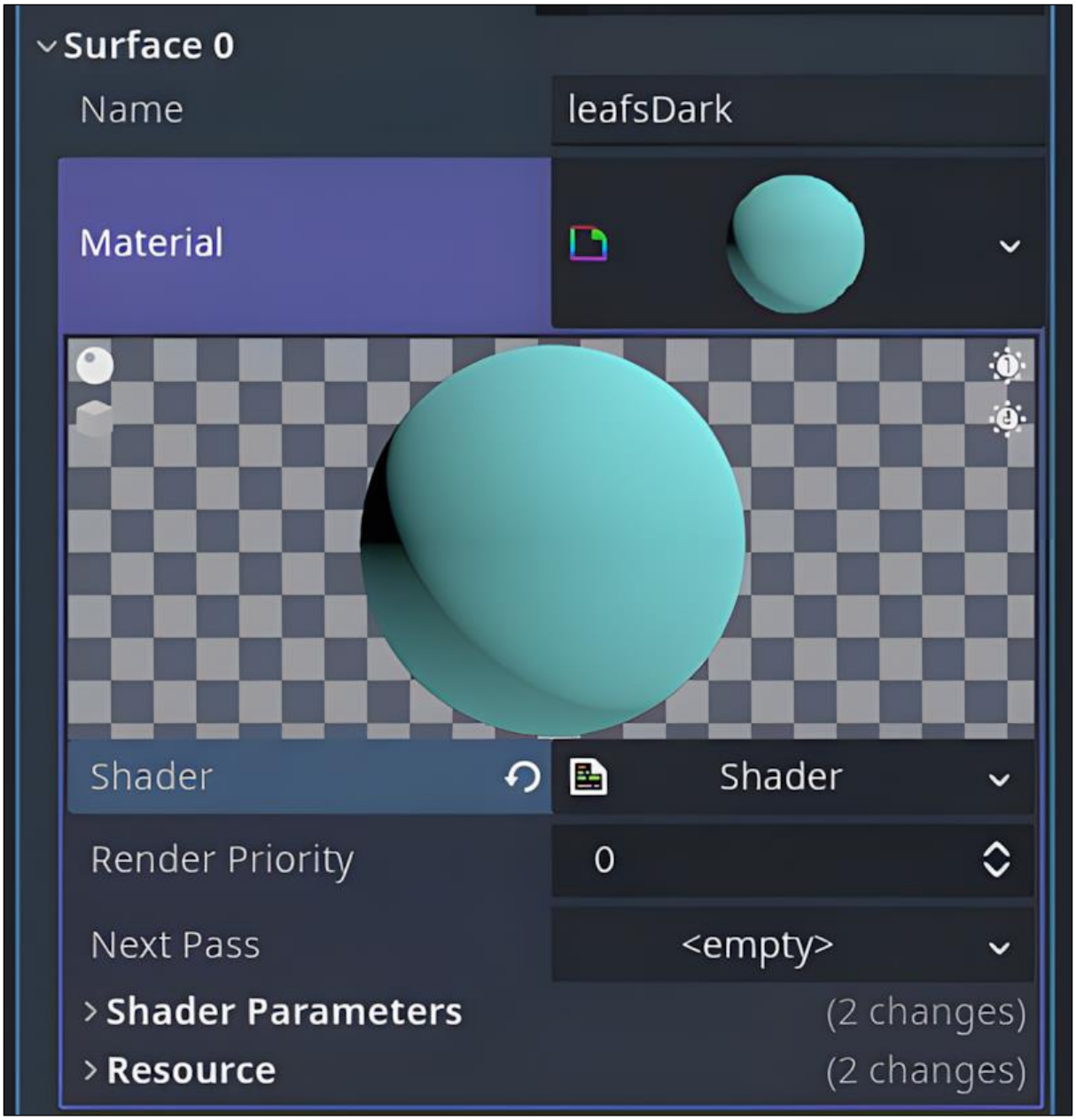

WorldEnvironment
Environment
Environment
Background
Mode
Sky
Energy Multiplier
1
Sky
(1 change)
Ambient Light
Reflected Light
Tonemap
(1 change)
SSR
SSAO
SSIL
Enabled
On
Radius
5 m
Intensity
1
Sharpness
0.98
Normal Rejection
1
SDFGI
Enabled
On
Use Occlusion
On
Read Sky Light
On
Bounce Feedback
0.5
Cascades
4

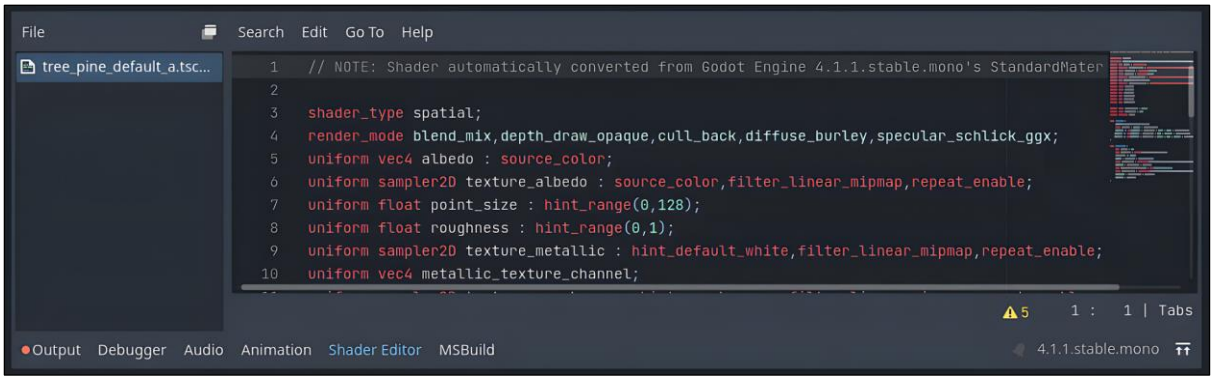

FileSystem
res://world/
Dock Position
Filter Files
Make Floating

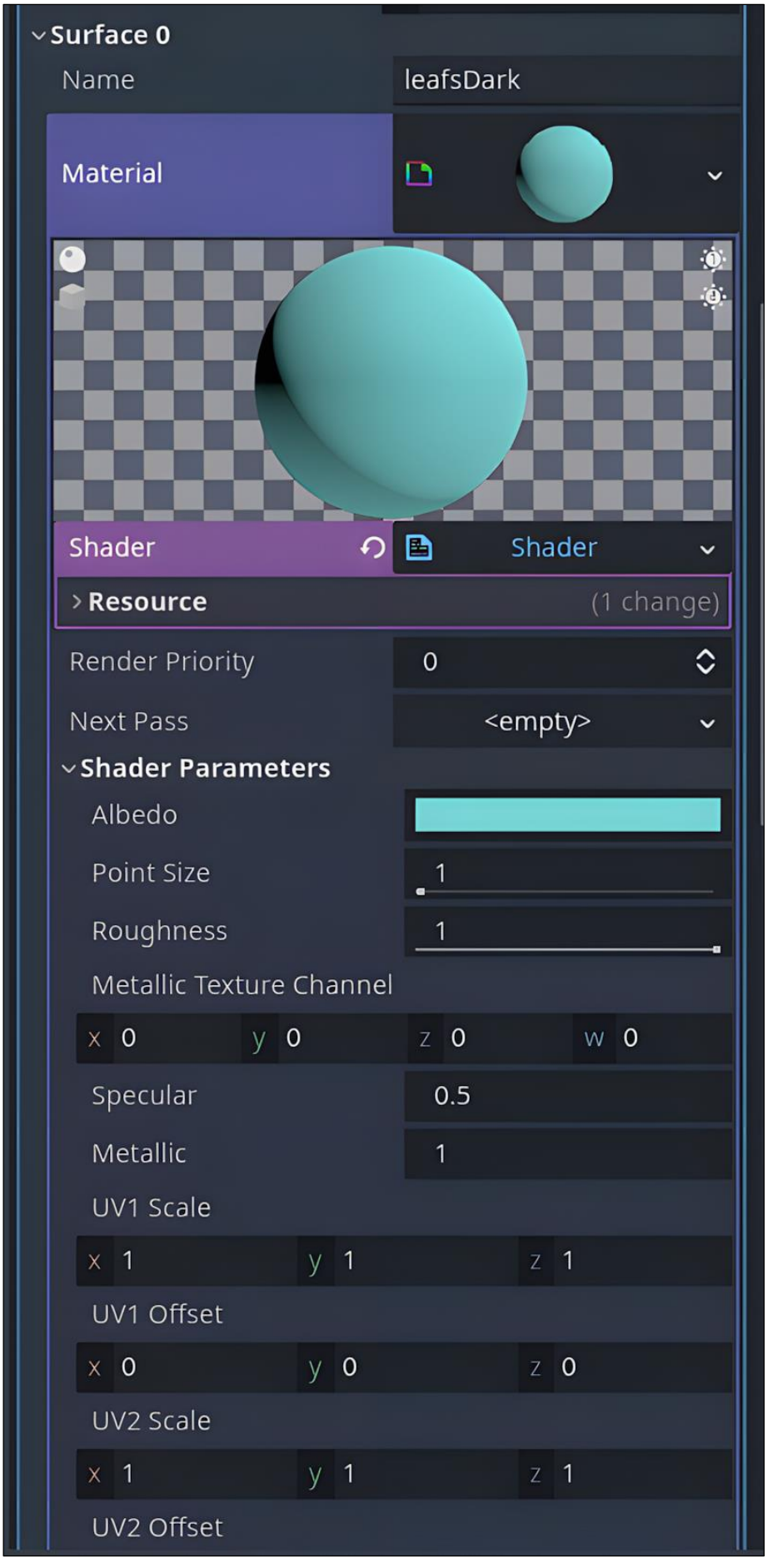

Volumetric Fog
Enabled
On
Density
0.04
Albedo
Emission
Emission Energy
1
GI Inject
1
Anisotropy
0.2
Length
30
Detail Spread
2.00
Ambient Inject
0.12
Sky Affect
1
Temporal Reprojection
Enabled
On
Amount
0.5

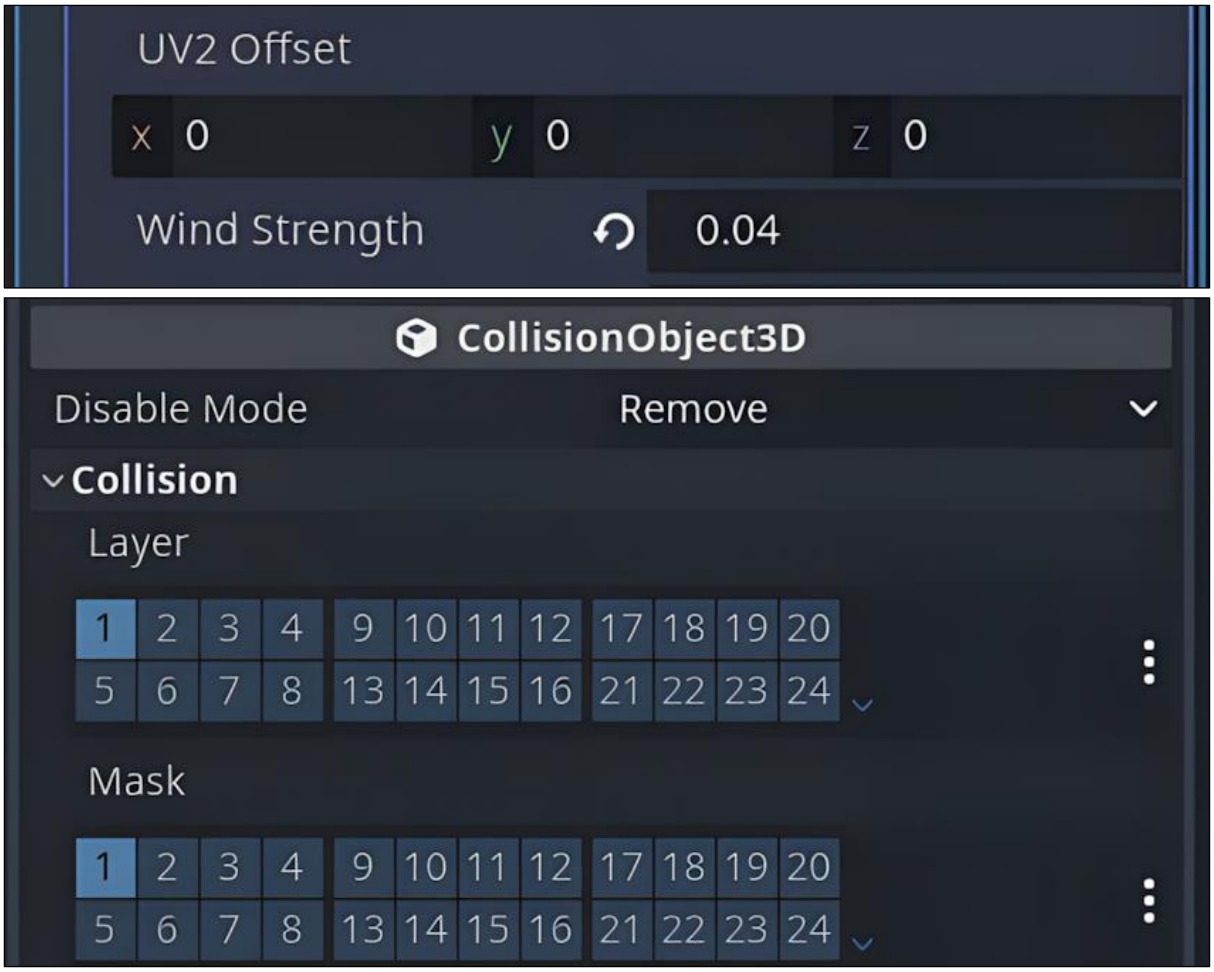


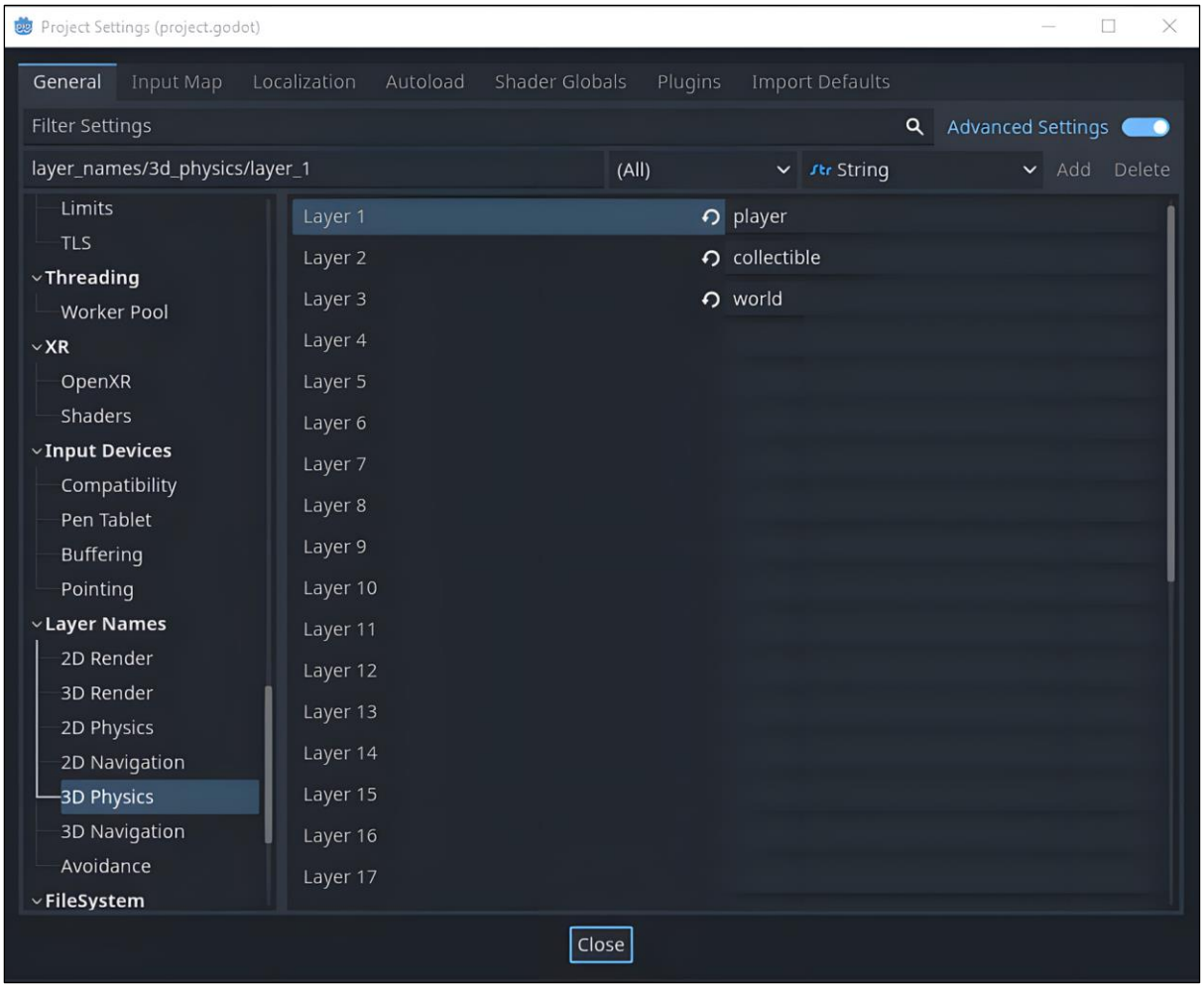

Inspector
Node
History
tree_pineDefaultA2
Filter Properties
MeshInstance3D
Mesh
Skeleton
(1 change)
Surface Material Override
GeometryInstance3D

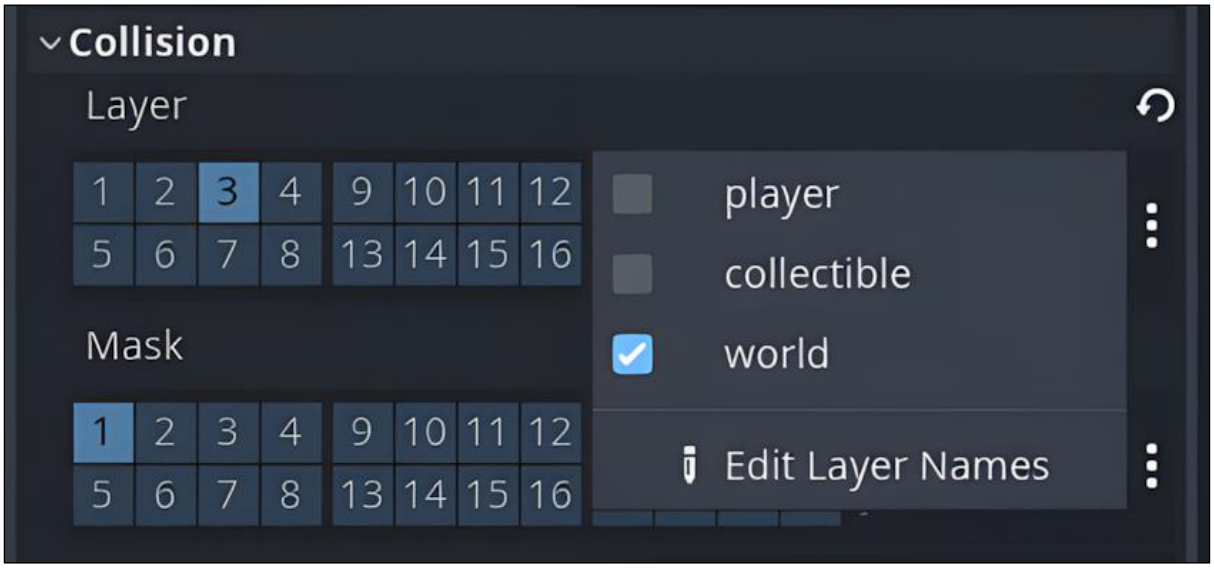

Surface 0
Name
leafsDark
Material
Shader
Shader
Render Priority
0
Next Pass
<empty>
Shader Parameters
(2 changes)
Resource
(2 changes)

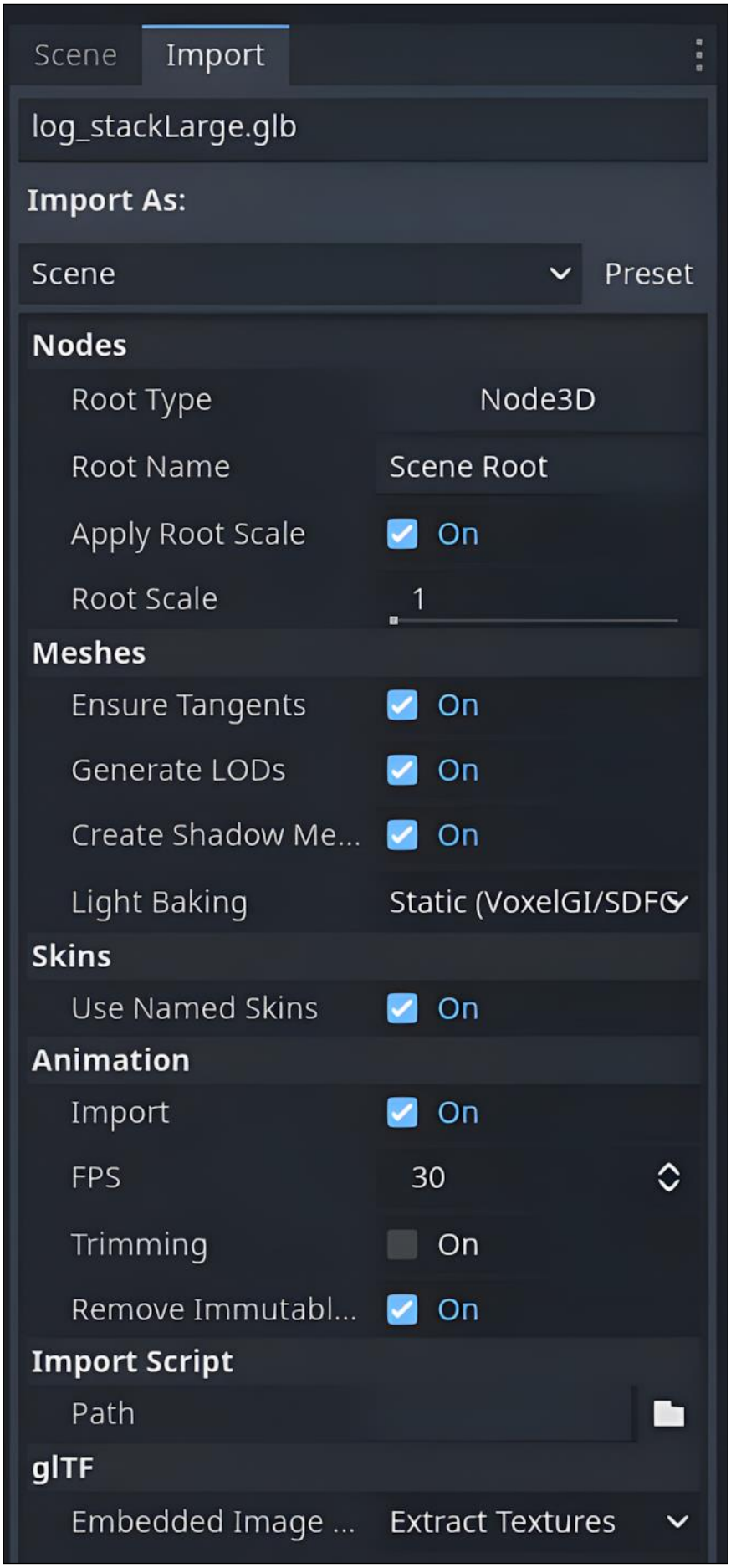

File
Search
Edit
Go To
Help
tree_pine_default_a.tsc...
// NOTE: Shader automatically converted from Godot Engine 4.1.1.stable.mono's StandardMater
shader_type spatial;
render_mode blend_mix,depth_draw_opaque,cull_back,diffuse_burley,specular_schlick_ggx;
uniform vec4 albedo : source_color;
uniform sampler2D texture_albedo : source_color,filter_linear_mipmap,repeat_enable;
uniform float point_size : hint_range(0,128);
uniform float roughness : hint_range(0,1);
uniform sampler2D texture_metallic : hint_default_white,filter_linear_mipmap,repeat_enable;
uniform vec4 metallic_texture_channel;
5
1 : 1 | Tabs
Output
Debugger
Audio
Animation
Shader Editor
MSBuild
4.1.1.stable.mono

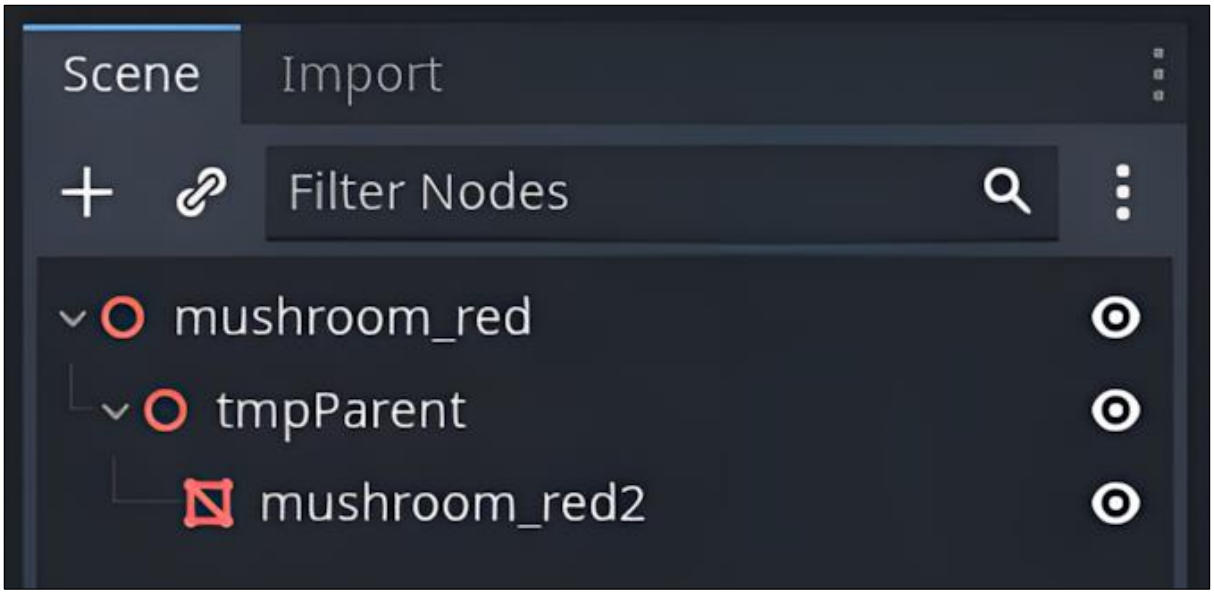

Surface 0
Name
leafsDark
Material
Shader
Shader
Resource
(1 change)
Render Priority
0
Next Pass
<empty>
Shader Parameters
Albedo
Point Size
1
Roughness
1
Metallic Texture Channel
x 0
y 0
z 0
w 0
Specular
0.5
Metallic
1
UV1 Scale
x 1
y 1
z 1
UV1 Offset
x 0
y 0
z 0
UV2 Scale
x 1
y 1
z 1
UV2 Offset


UV2 Offset
x 0
y 0
z 0
Wind Strength
0.04
CollisionObject3D
Disable Mode
Remove
Collision
Layer
1 2 3 4 9 10 11 12 17 18 19 20
5 6 7 8 13 14 15 16 21 22 23 24
Mask
1 2 3 4 9 10 11 12 17 18 19 20
5 6 7 8 13 14 15 16 21 22 23 24

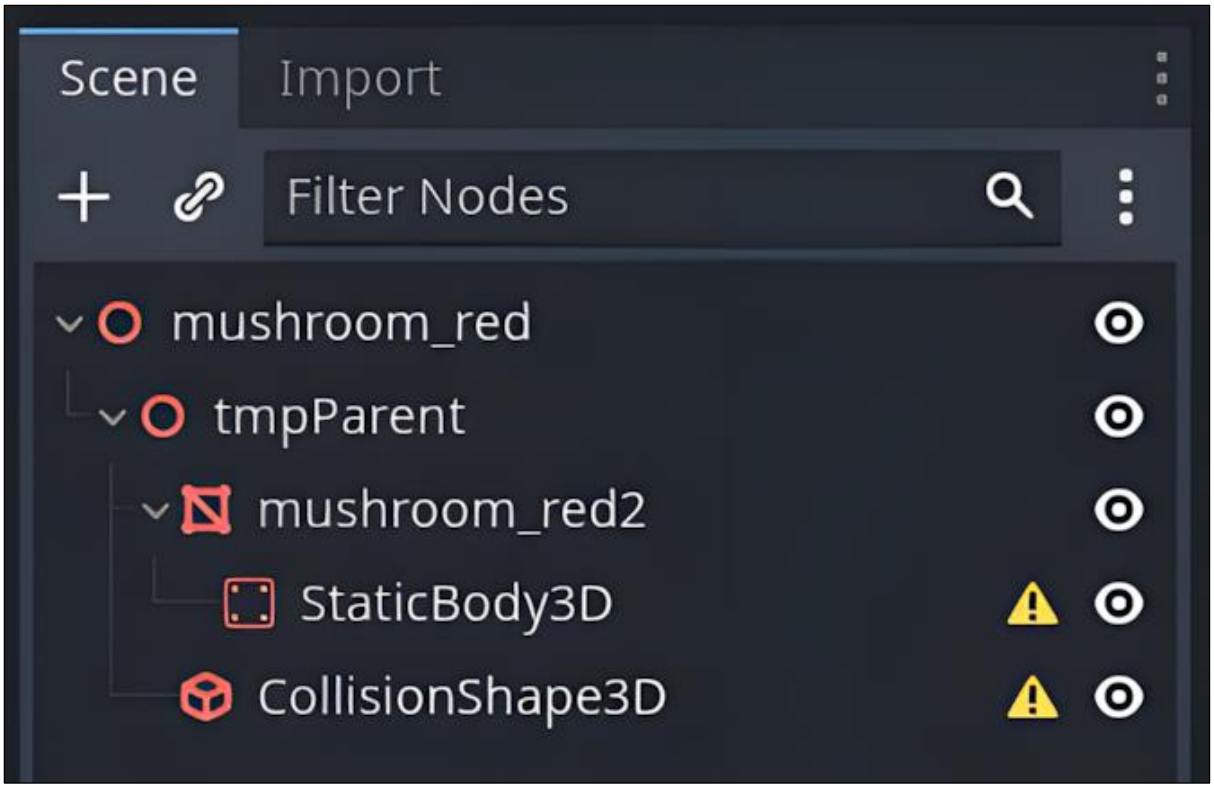

Project Settings (project.godot)
General
Input Map
Localization
Autoload
Shader Globals
Plugins
Import Defaults
Filter Settings
Advanced Settings
layer_names/3d_physics/layer_1
(All)
String
Add
Delete
Limits
TLS
Threading
Worker Pool
XR
OpenXR
Shaders
Input Devices
Compatibility
Pen Tablet
Buffering
Pointing
Layer Names
2D Render
3D Render
2D Physics
2D Navigation
3D Physics
3D Navigation
Avoidance
FileSystem
Layer 1
player
Layer 2
collectible
Layer 3
world
Layer 4
Layer 5
Layer 6
Layer 7
Layer 8
Layer 9
Layer 10
Layer 11
Layer 12
Layer 13
Layer 14
Layer 15
Layer 16
Layer 17
Close

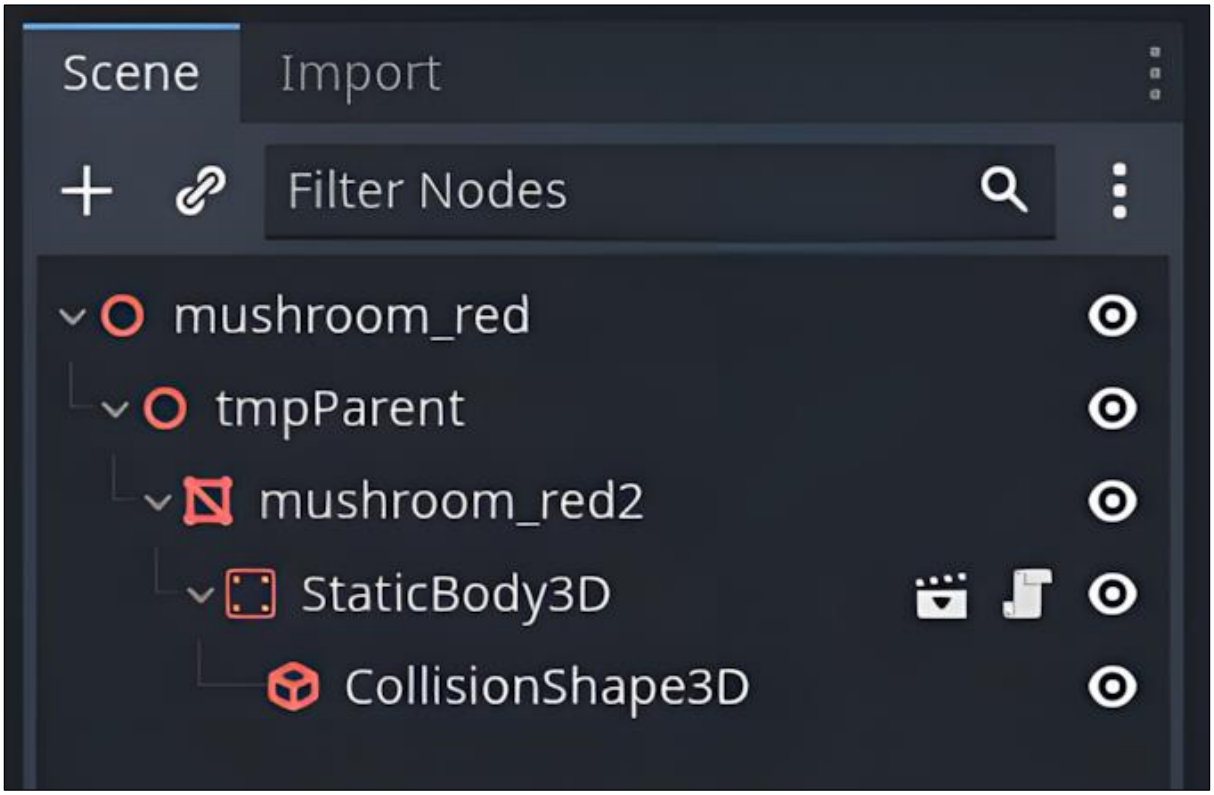

Collision
Layer
1 2 3 4 9 10 11 12
5 6 7 8 13 14 15 16
player
collectible
world
Mask
1 2 3 4 9 10 11 12
5 6 7 8 13 14 15 16
Edit Layer Names


Scene
Import
log_stackLarge.glb
Import As:
Scene
Preset
Nodes
Root Type
Node3D
Root Name
Scene Root
Apply Root Scale
On
Root Scale
1
Meshes
Ensure Tangents
On
Generate LODs
On
Create Shadow Me...
On
Light Baking
Static (VoxelGI/SDFG
Skins
Use Named Skins
On
Animation
Import
On
FPS
30
Trimming
On
Remove Immutabl...
On
Import Script
Path
glTF
Embedded Image ...
Extract Textures

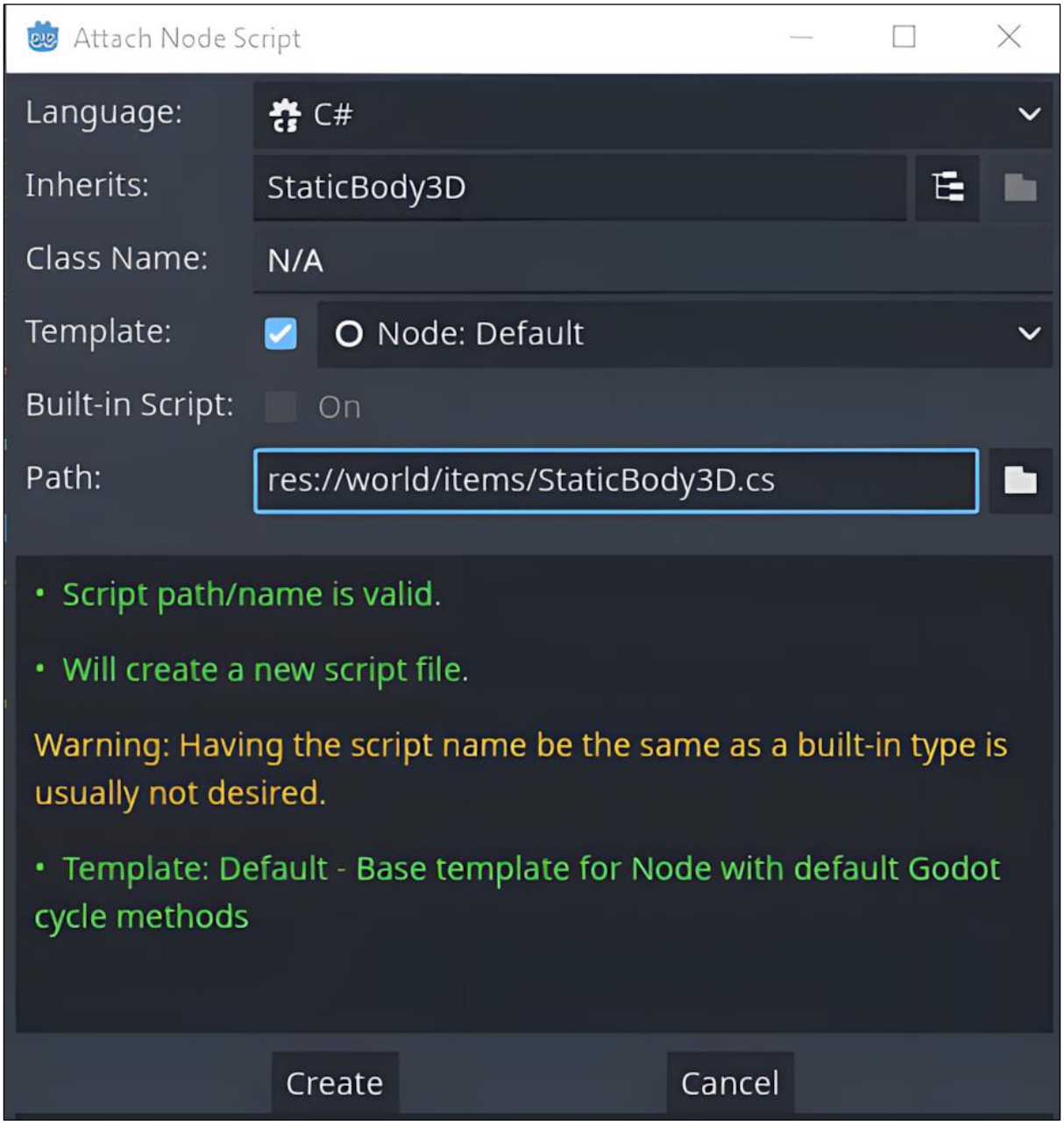

Scene
Import
Filter Nodes
mushroom_red
tmpParent
mushroom_red2

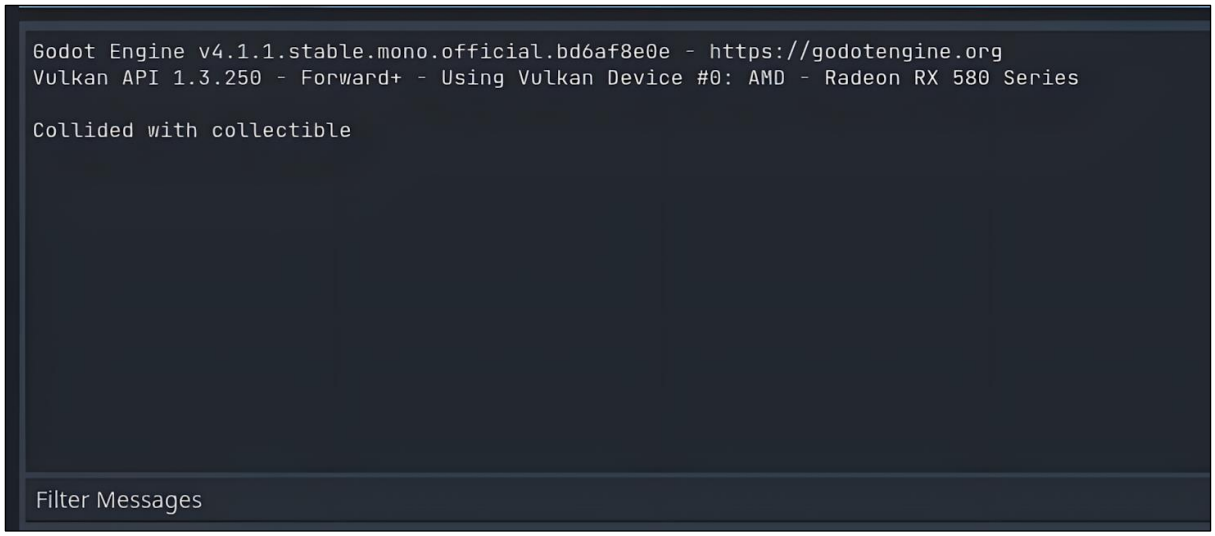

Inspector
Node
History
mushroom_red
DOC
Filter Properties
Node3D
Transform
Position
x 0.373 m
y -0.05 m
z 1.872 m
Rotation
x 0 °
y 0 °
z 0 °
Scale
x 3
y 3
z 3
Rotation Edit Mode
Euler
Rotation Order
YXZ
Top Level
On

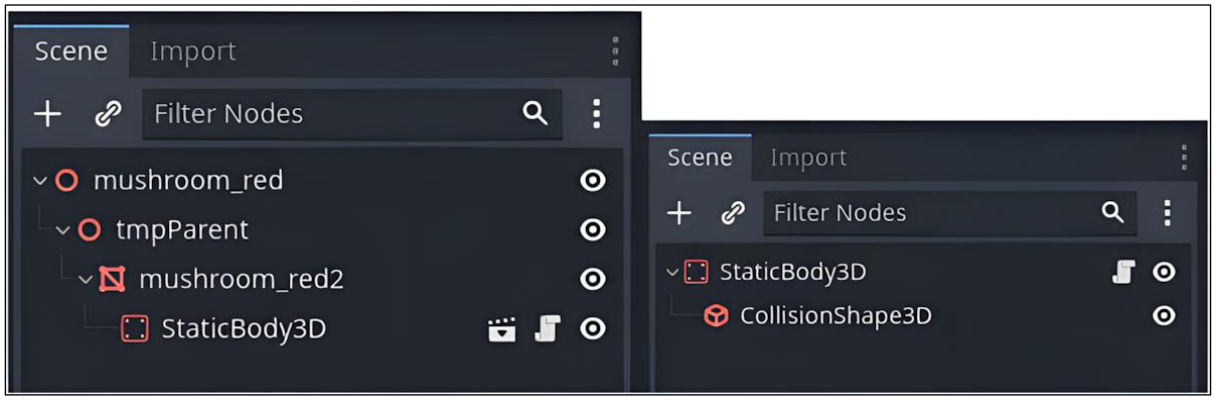

Scene
Import
Filter Nodes
mushroom_red
tmpParent
mushroom_red2
StaticBody3D
CollisionShape3D

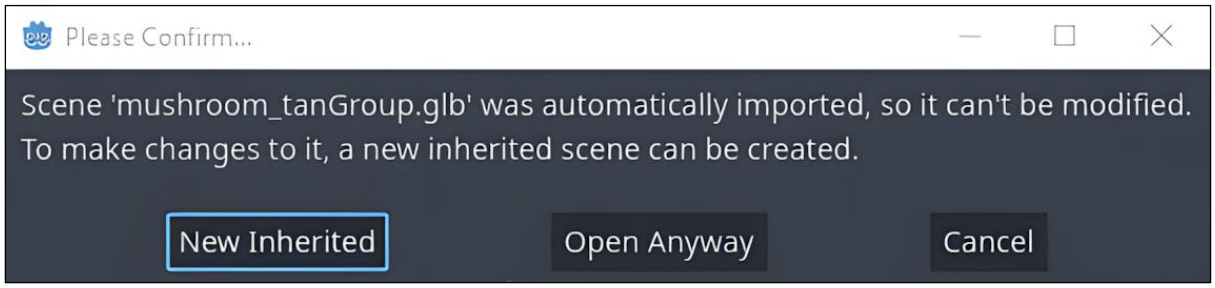

Scene
Import
Filter Nodes
mushroom_red
tmpParent
mushroom_red2
StaticBody3D
CollisionShape3D

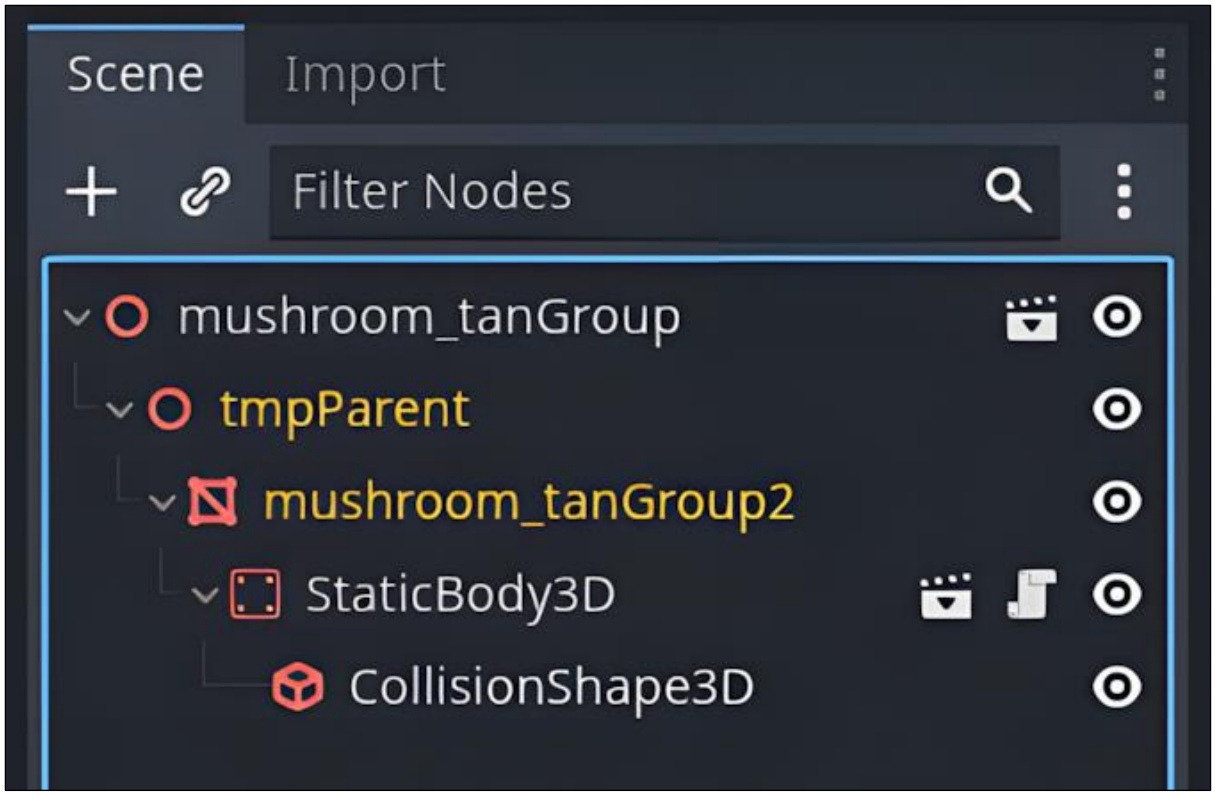

Collision
Layer
1 2 3 4 9 10 11 12 17 18 19 20
5 6 7 8 13 14 15 16 21 22 23 24
Mask
1 2 3 4 9 10 11 12 17 18 19 20
5 6 7 8 13 14 15 16 21 22 23 24

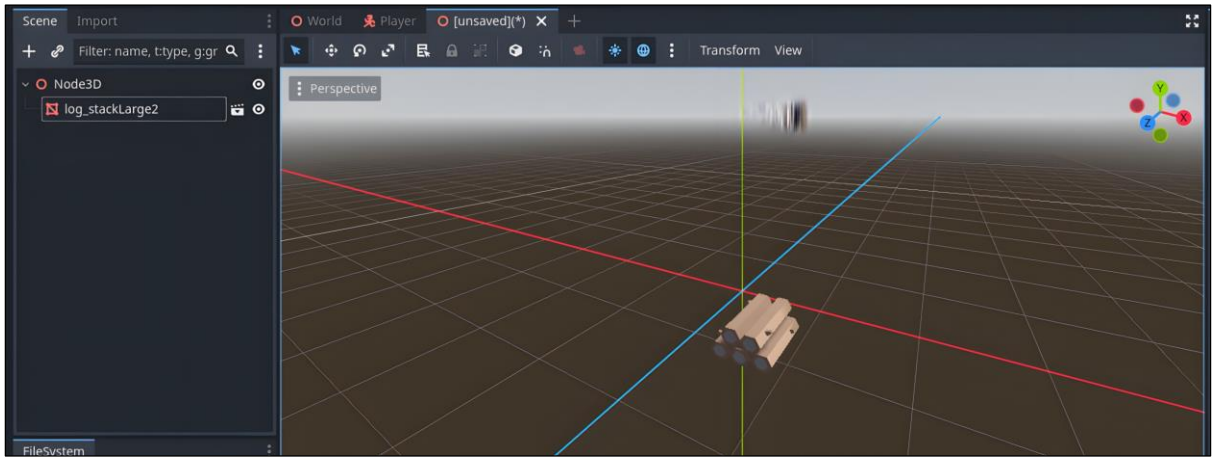

Attach Node Script
Language: C#
Inherits: StaticBody3D
Class Name: N/A
Template: Node: Default
Built-in Script: On
Path: res://world/items/StaticBody3D.cs
• Script path/name is valid.
• Will create a new script file.
Warning: Having the script name be the same as a built-in type is usually not desired.
• Template: Default - Base template for Node with default Godot cycle methods
Create
Cancel

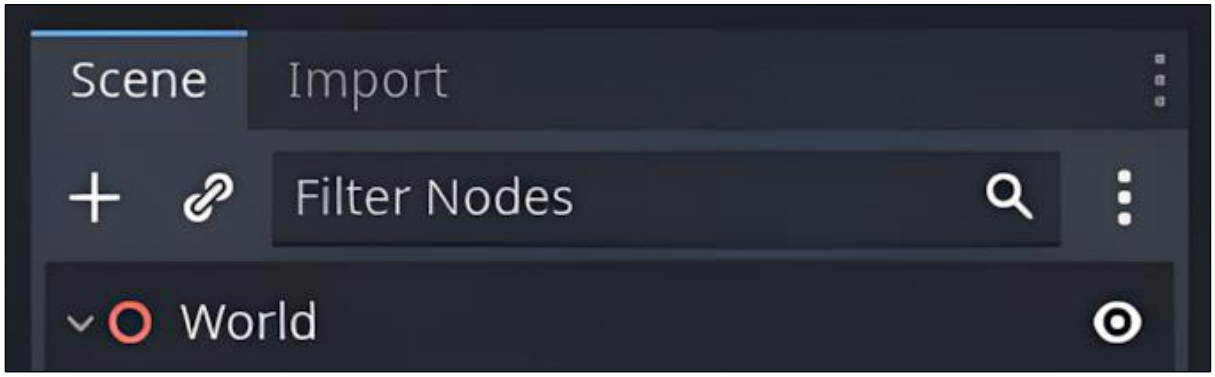

Godot Engine v4.1.1.stable.mono.official.bd6af8e0e - https://godotengine.org
Vulkan API 1.3.250 - Forward+ - Using Vulkan Device #0: AMD - Radeon RX 580 Series
Collided with collectible
Filter Messages


Scene
Import
Filter Nodes
mushroom_red
tmpParent
mushroom_red2
StaticBody3D
Scene
Import
Filter Nodes
StaticBody3D
CollisionShape3D

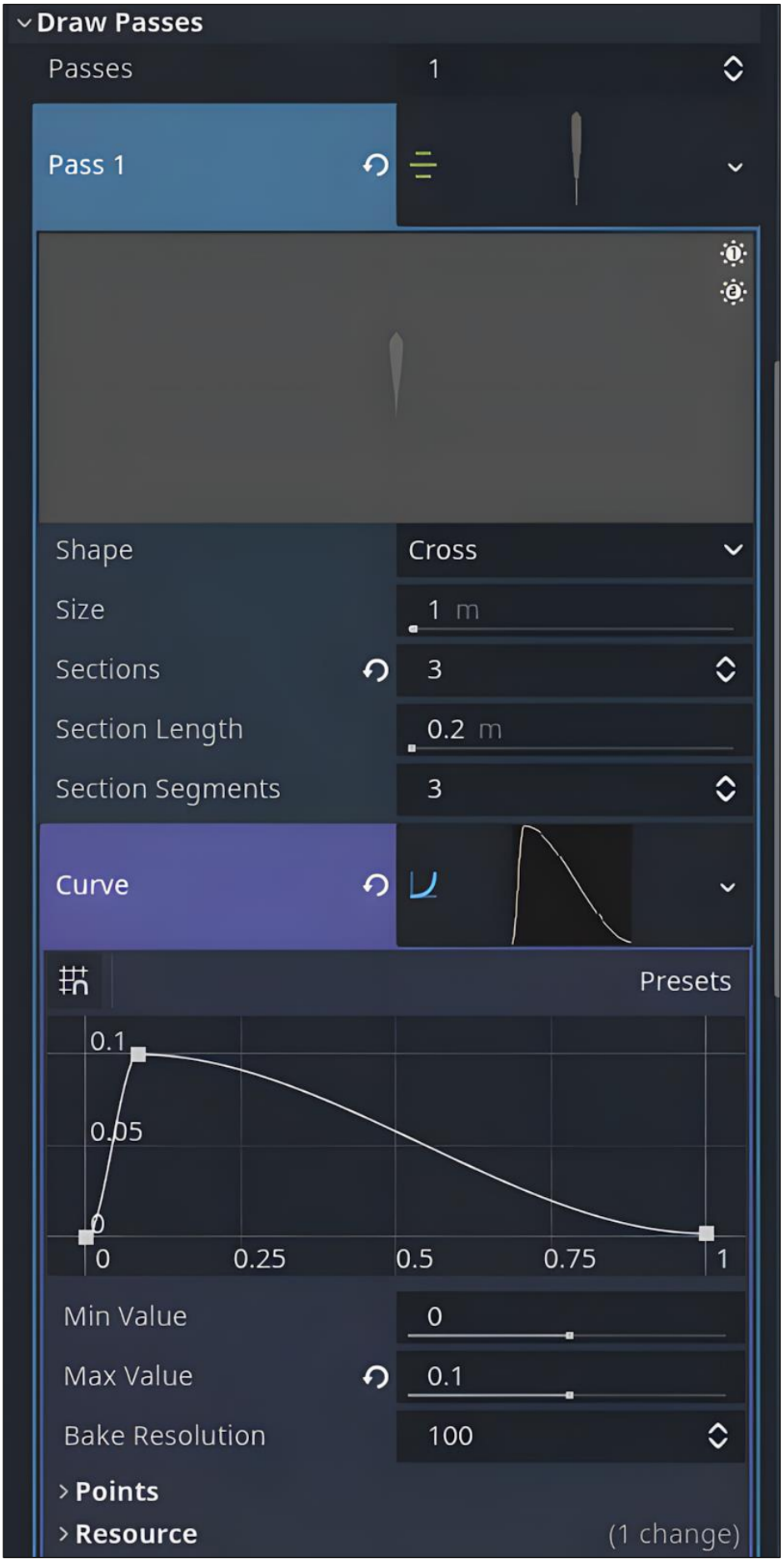

Please Confirm...
Scene 'mushroom_tanGroup.glb' was automatically imported, so it can't be modified.
To make changes to it, a new inherited scene can be created.
New Inherited
Open Anyway
Cancel


Scene
Import
Filter Nodes
mushroom_tanGroup
tmpParent
mushroom_tanGroup2
StaticBody3D
CollisionShape3D

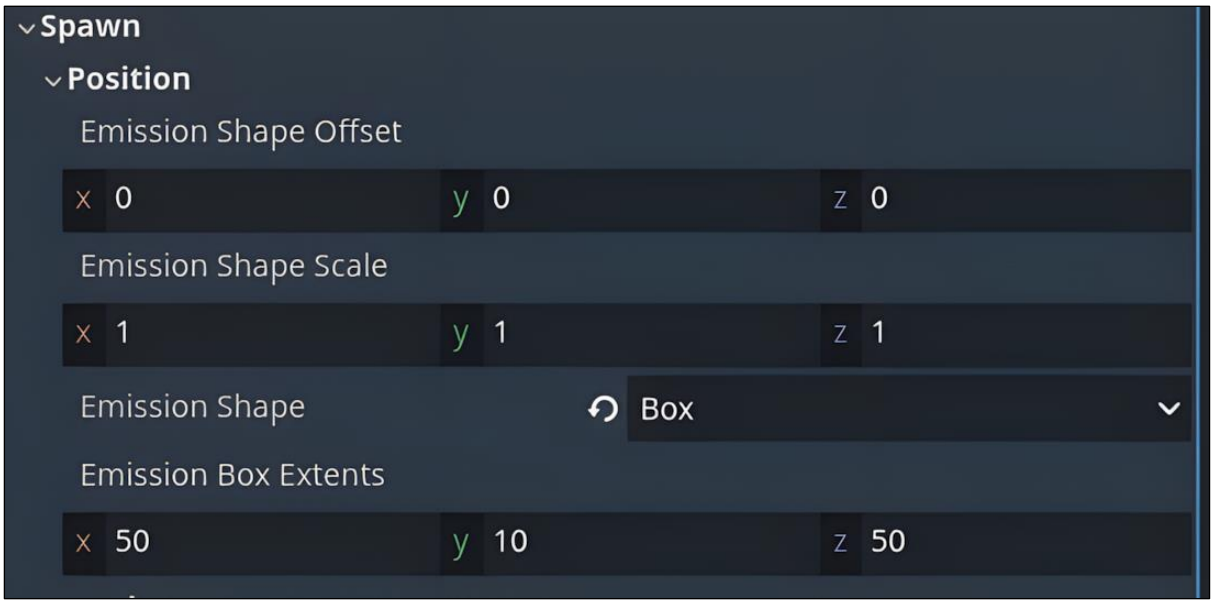

Scene
Import
Filter: name, t:type, g:gr
Node3D
log_stackLarge2
FileSystem
World
Player
[unsaved](*)
Transform
View
Perspective


Scene
Import
Filter Nodes
World

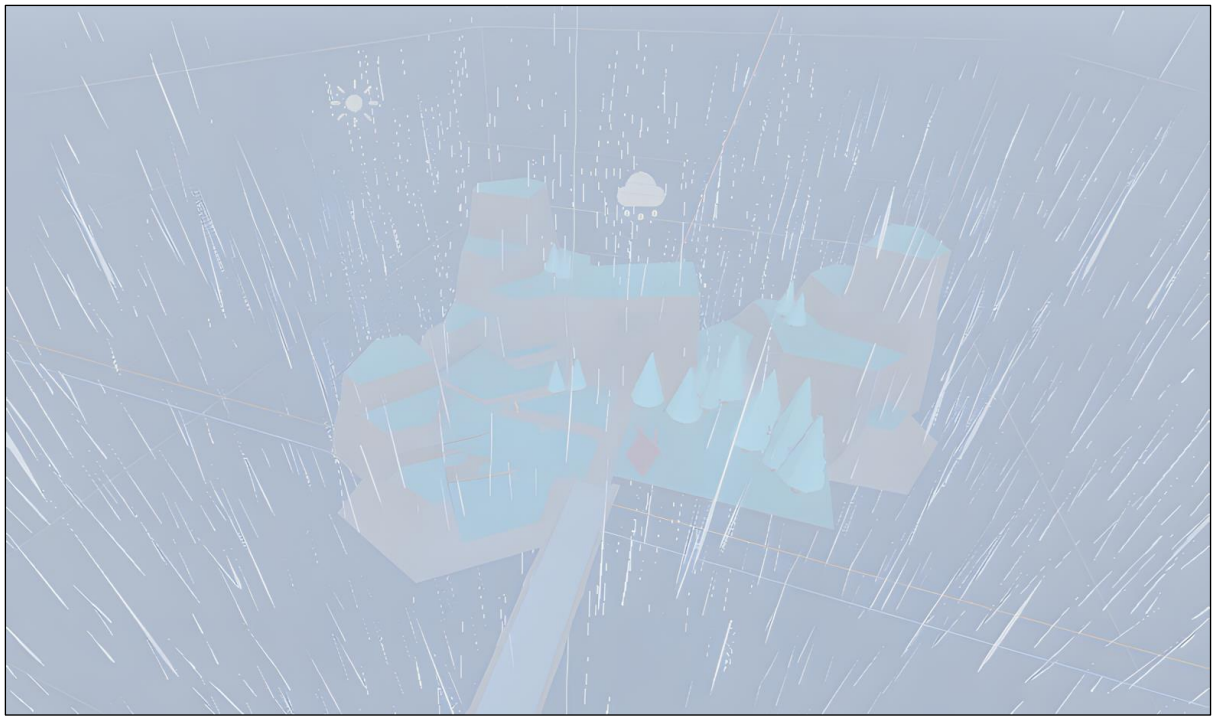


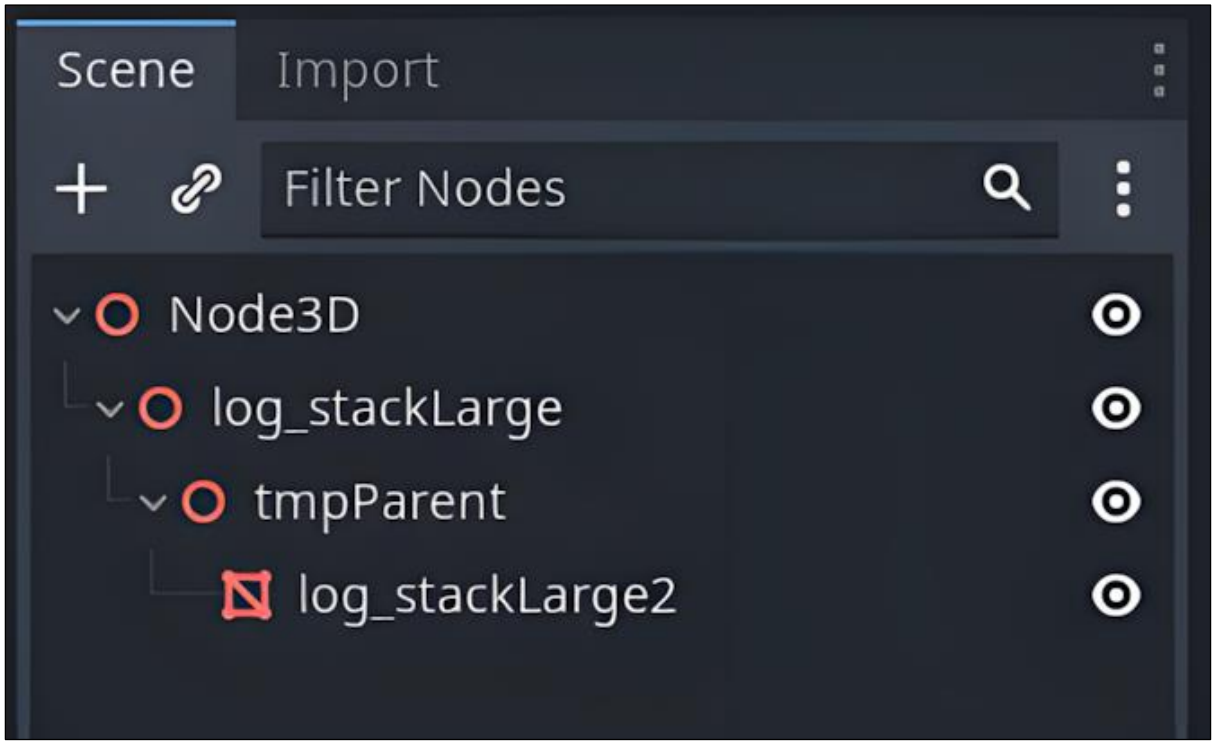

Draw Passes
Passes
1
Pass 1
Shape
Cross
Size
1 m
Sections
3
Section Length
0.2 m
Section Segments
3
Curve
Presets
0.1
0.05
0
0
0.25
0.5
0.75
1
Min Value
0
Max Value
0.1
Bake Resolution
100
Points
Resource
(1 change)

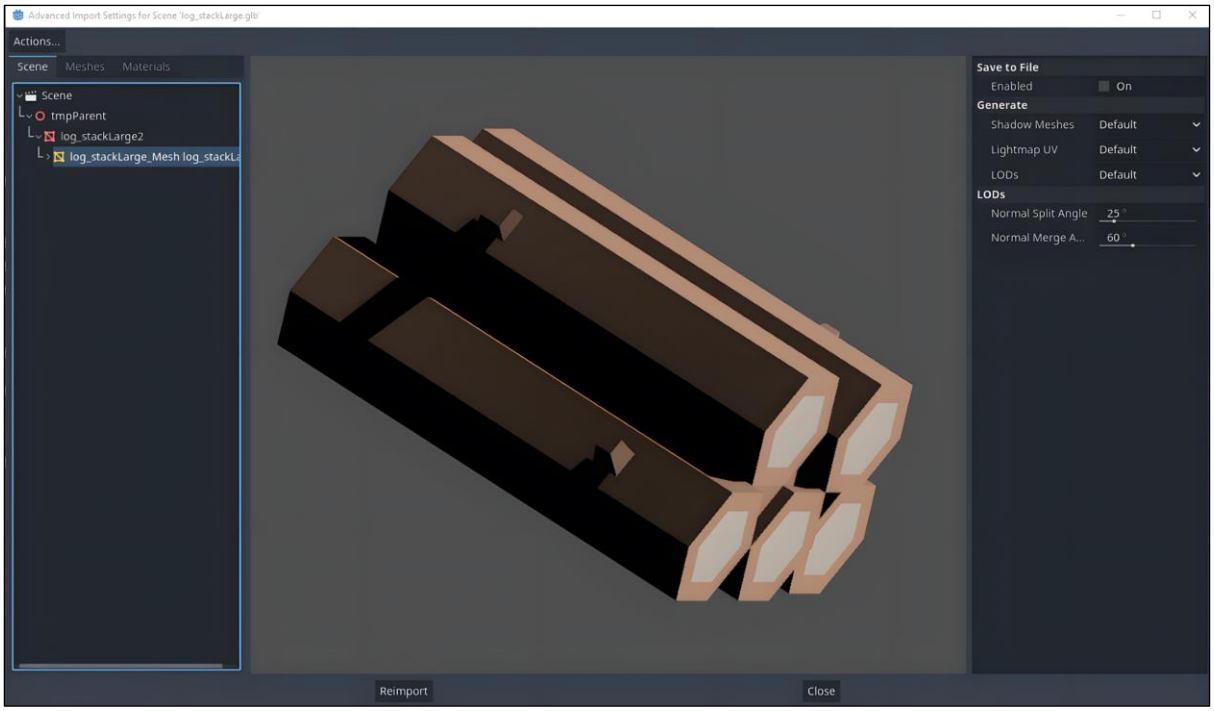

GPUParticles3D
Emitting
On
Amount
2000
Amount Ratio
1
Sub Emitter
Rain
Time
(1 change)
Collision
(1 change)
Drawing
(1 change)
Trails
(2 changes)
Process Material
Process Material
ParticleProcessMaterial
Lifetime Randomness
0
Particle Flags
Spawn
Animated Velocity
Accelerations
Display
Turbulence
Collision
(1 change)
Sub Emitter
Resource
(1 change)
Draw Passes
(1 change)

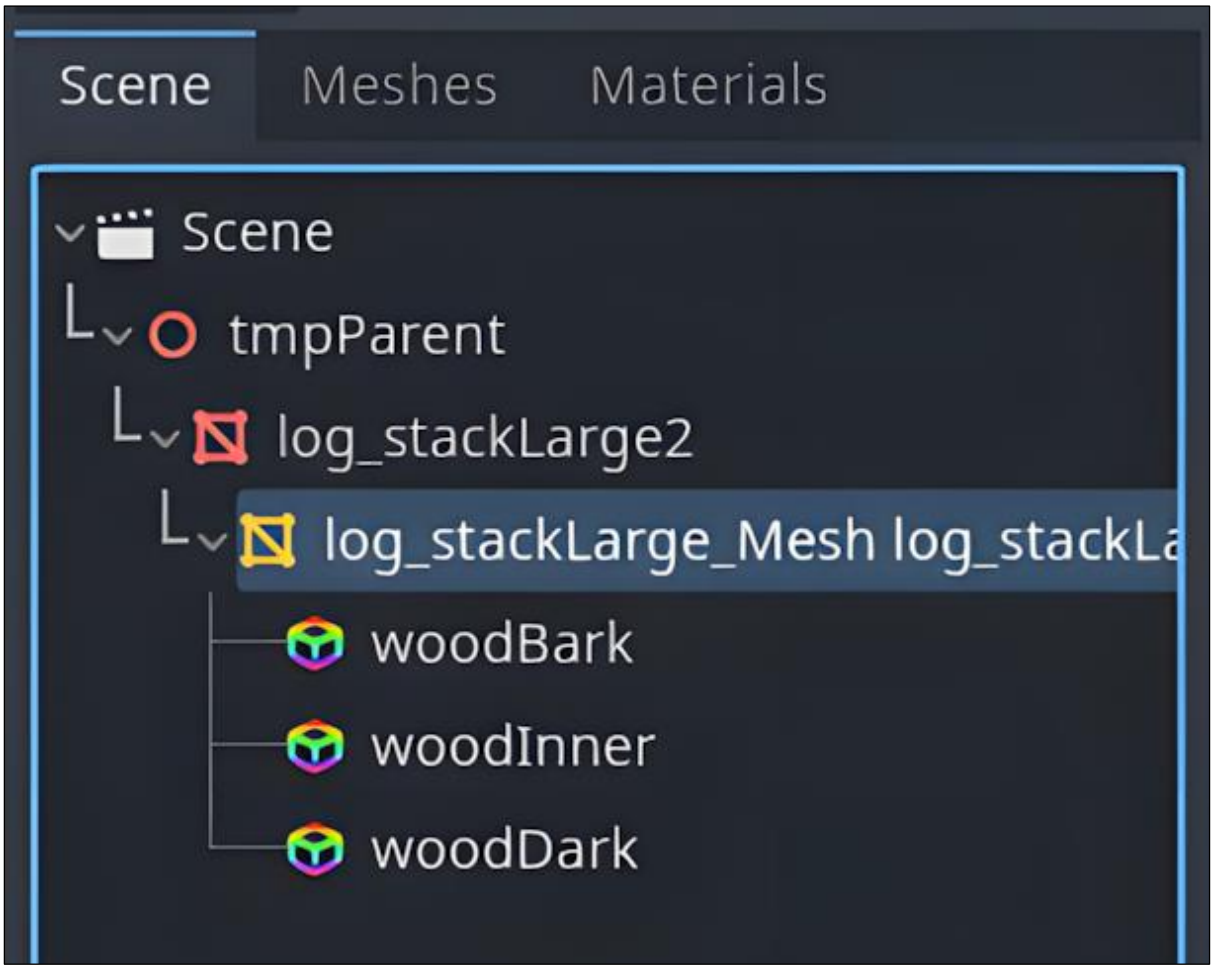

Spawn
Position
Emission Shape Offset
x 0
y 0
z 0
Emission Shape Scale
x 1
y 1
z 1
Emission Shape
Box
Emission Box Extents
x 50
y 10
z 50

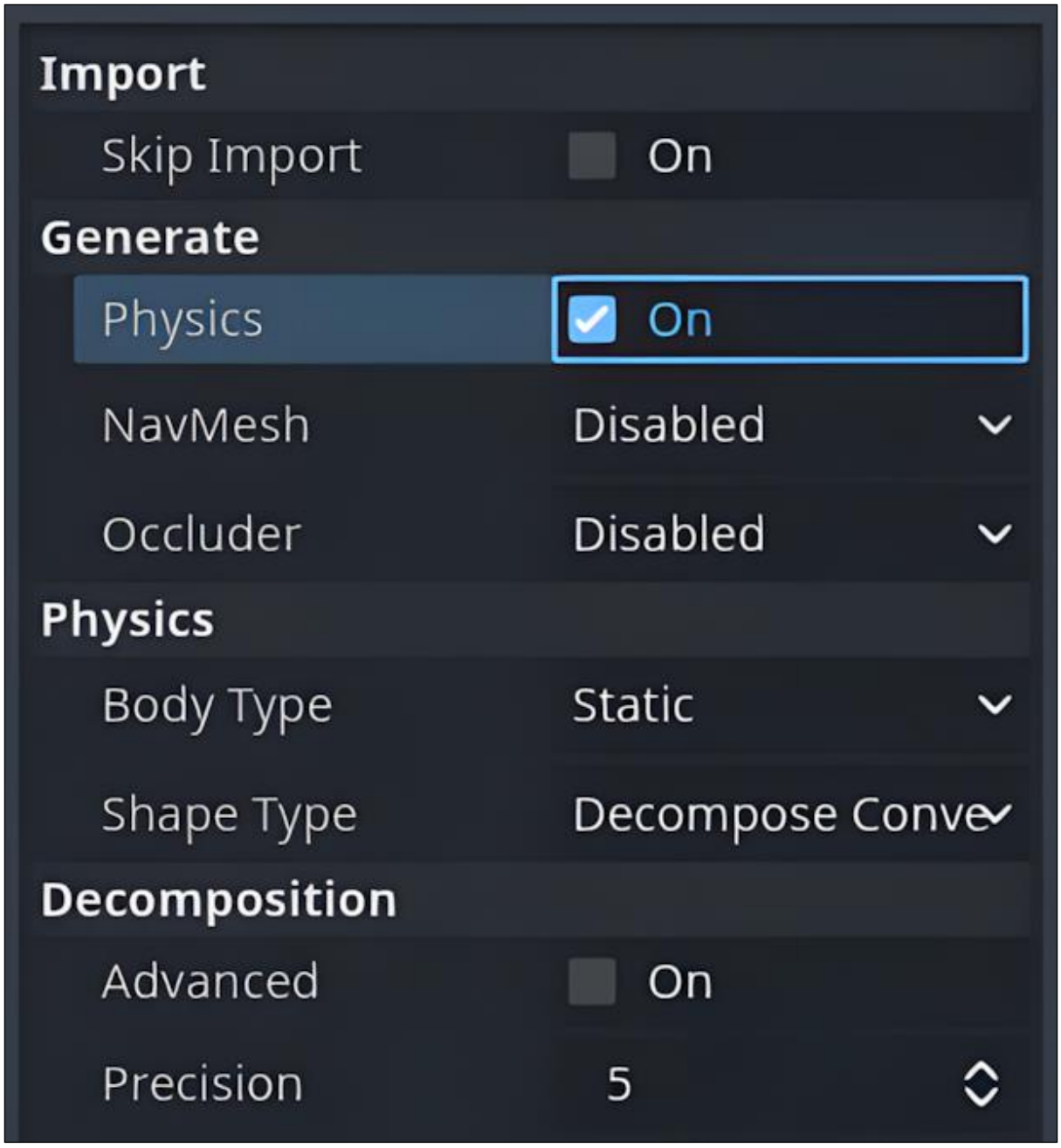

Rain
Filter Properties
Lifetime Randomness
Particle Flags
Spawn
Position
Emission Shape Offset
x 0
y 0
Emission Shape Scale
x 1
y 1
Emission Shape
Emission Box Extents
x 50
y 10
Angle
Velocity
Animated Velocity
Accelerations
Display
Scale
Scale Over Velocity
Color Curves
Color
Color Ramp
Color Initial Ramp
Alpha Curve
Emission Curve
RGB
HSV
RAW
...
R 213
G 230
B 242
A 255
Hex # d5e6f2
Swatches
Recent Colors
<empty>
<empty>
<empty>
<empty>
Collision
Mode
Hide On Contact
Use Scale
On

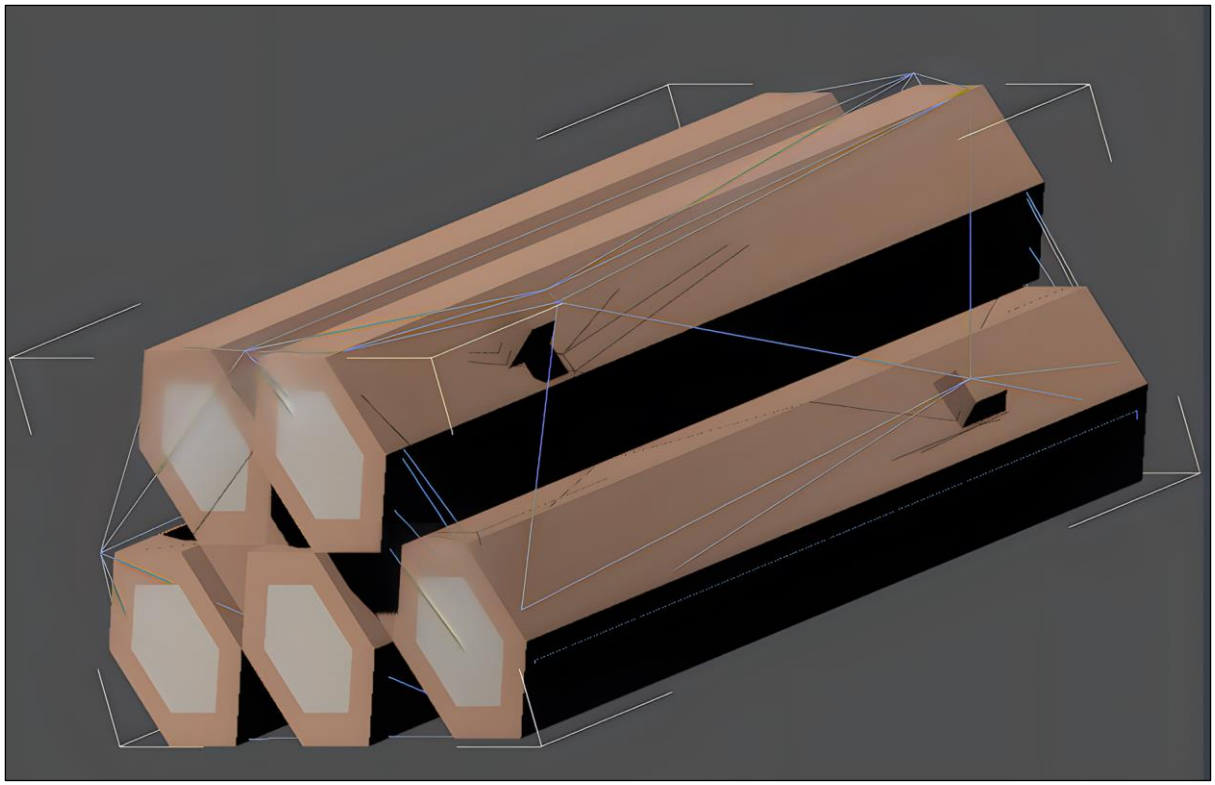



Scene
Import
Filter Nodes
Node3D
log_stackLarge
tmpParent
log_stackLarge2

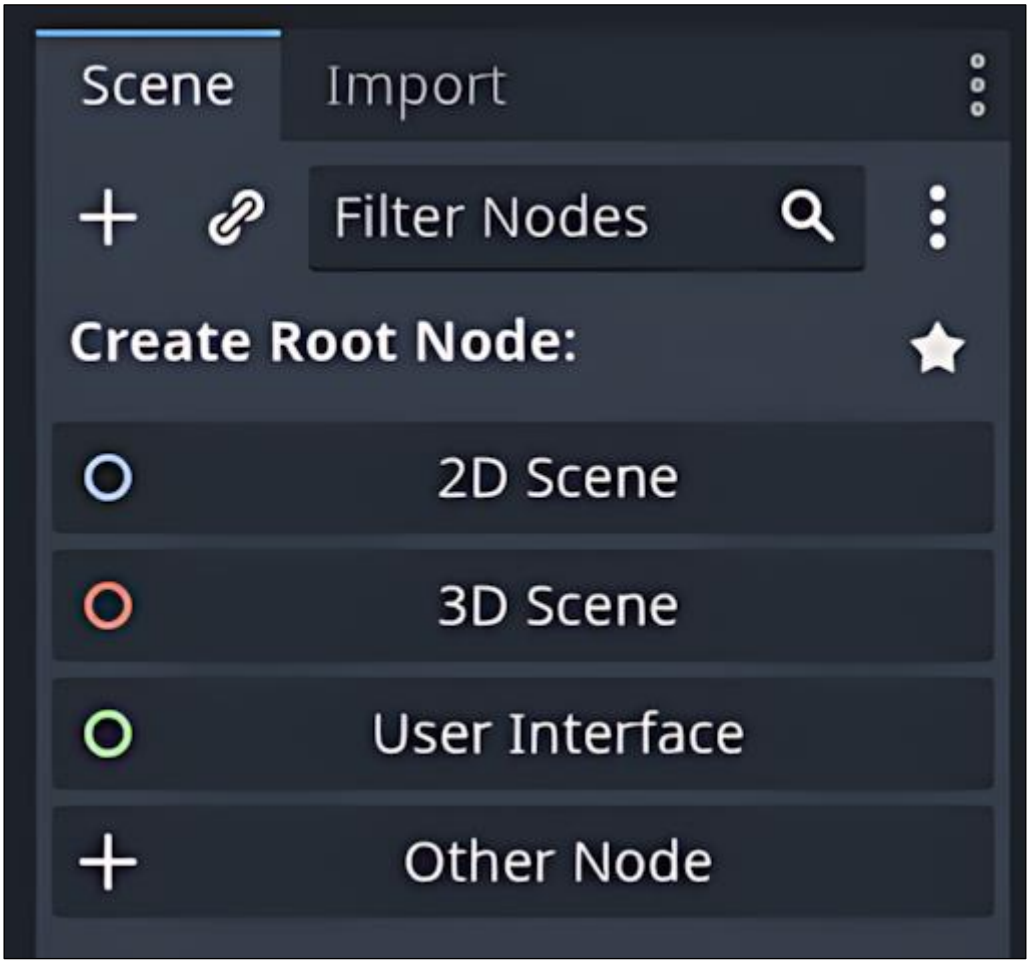

Advanced Import Settings for Scene 'log_stackLarge.glb'
Actions...
Scene
Meshes
Materials
Scene
tmpParent
log_stackLarge2
log_stackLarge_Mesh log_stackL
Save to File
Enabled
On
Generate
Shadow Meshes
Default
Lightmap UV
Default
LODs
Default
LODs
Normal Split Angle
25 °
Normal Merge A...
60 °
Reimport
Close

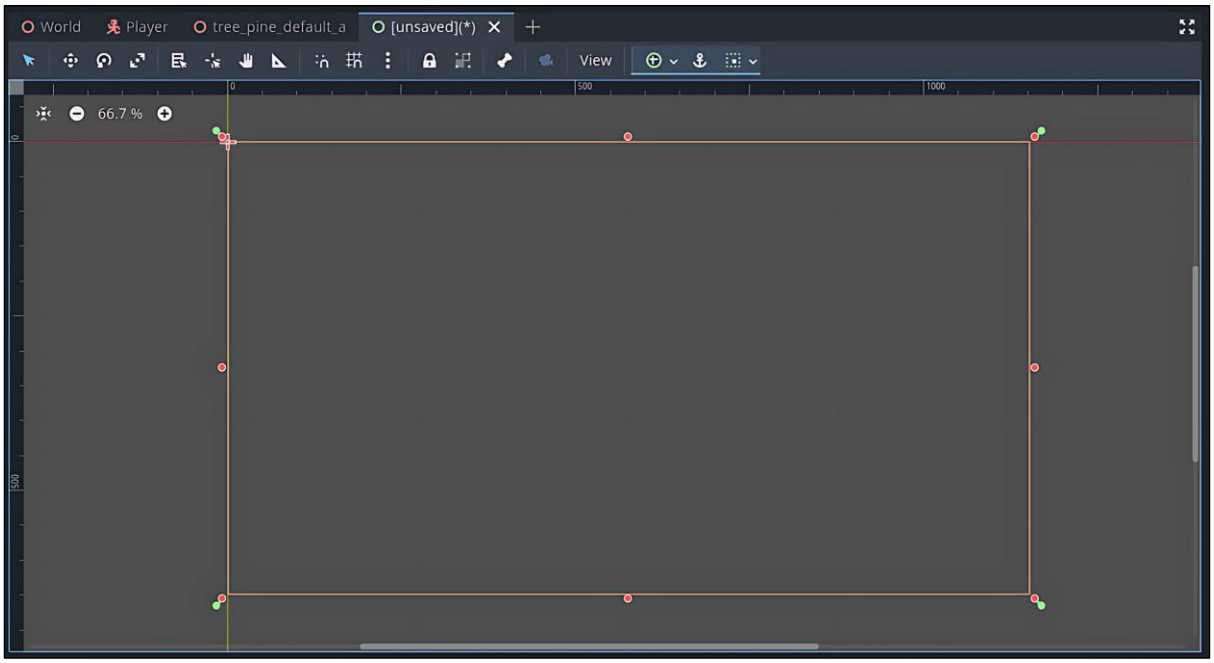

Scene
Meshes
Materials
Scene
tmpParent
log_stackLarge2
log_stackLarge_Mesh log_stackLa
woodBark
woodInner
woodDark

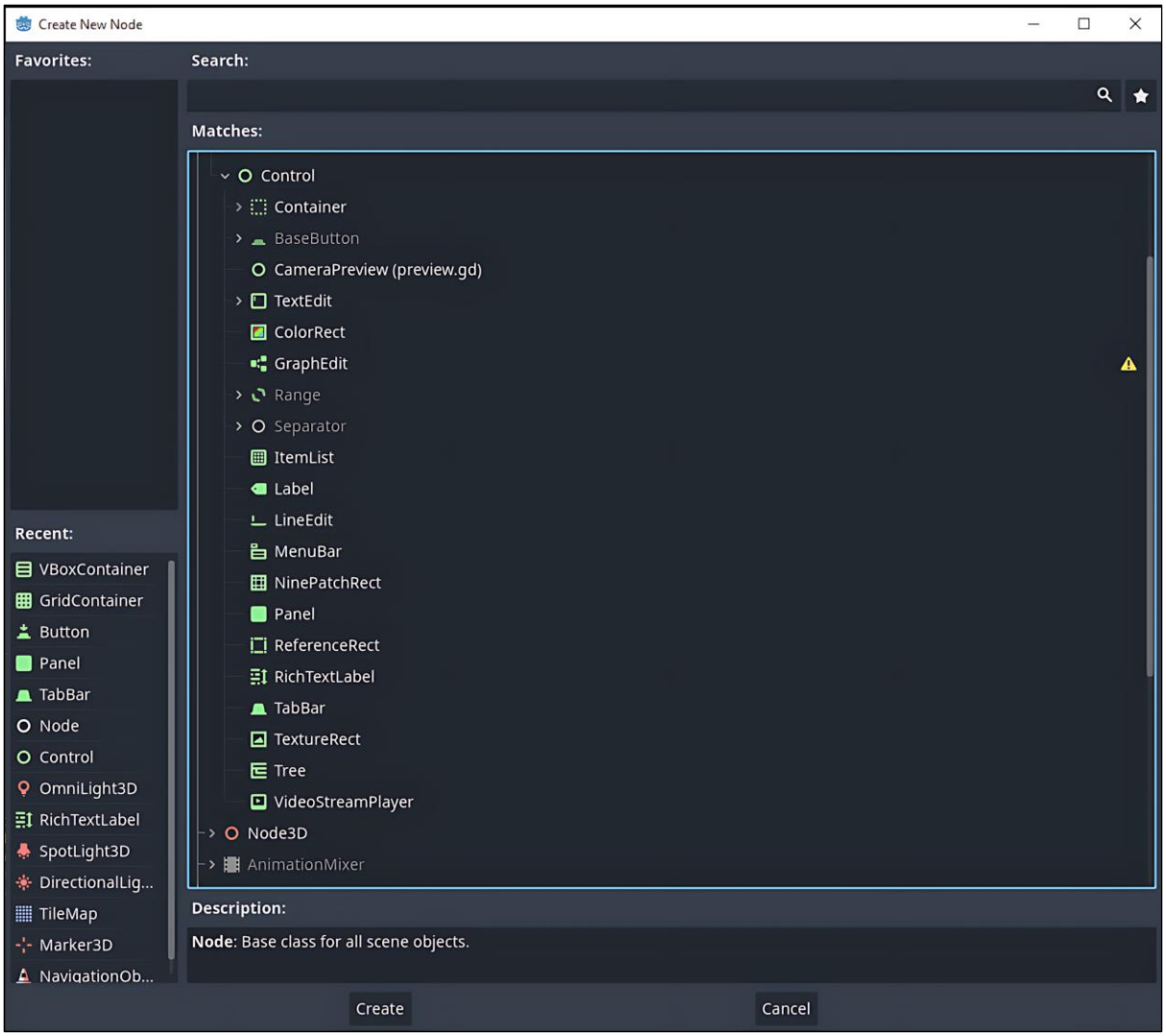

Import
Skip Import
On
Generate
Physics
On
NavMesh
Disabled
Occluder
Disabled
Physics
Body Type
Static
Shape Type
Decompose Conve
Decomposition
Advanced
On
Precision
5

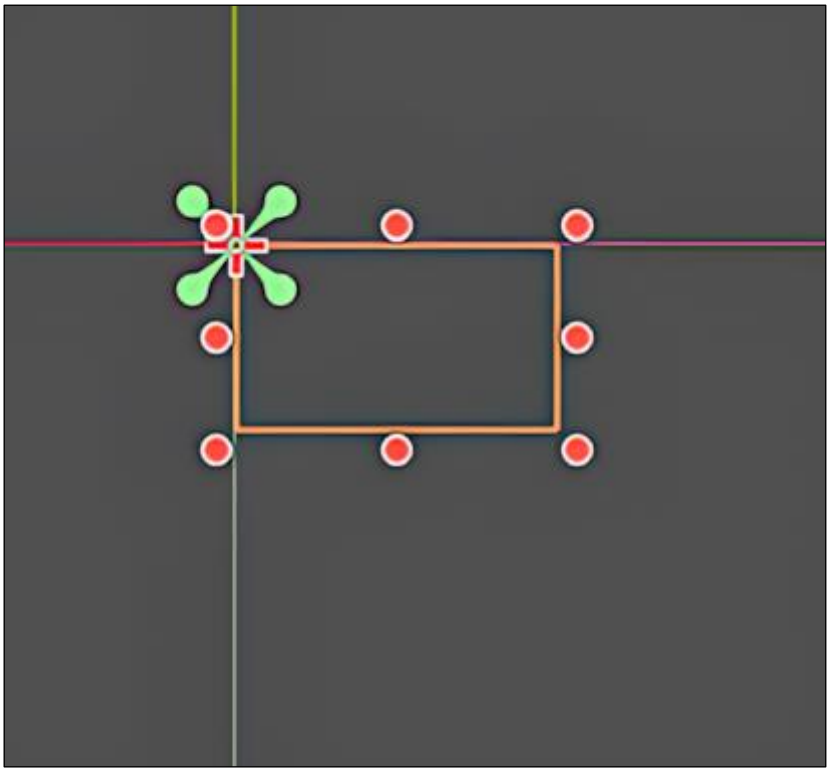


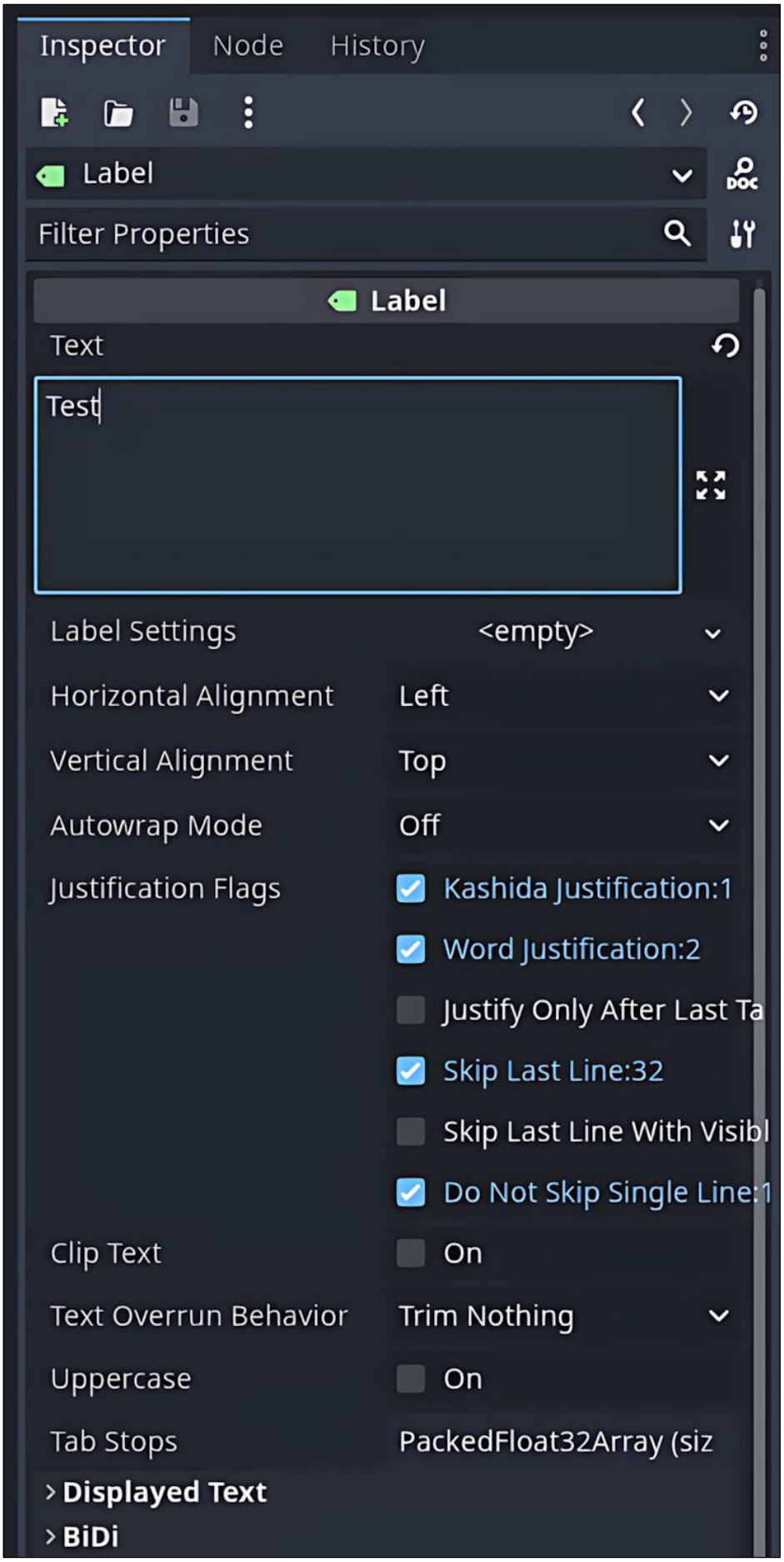
Chapter 6: Developing and Managing the User Interface

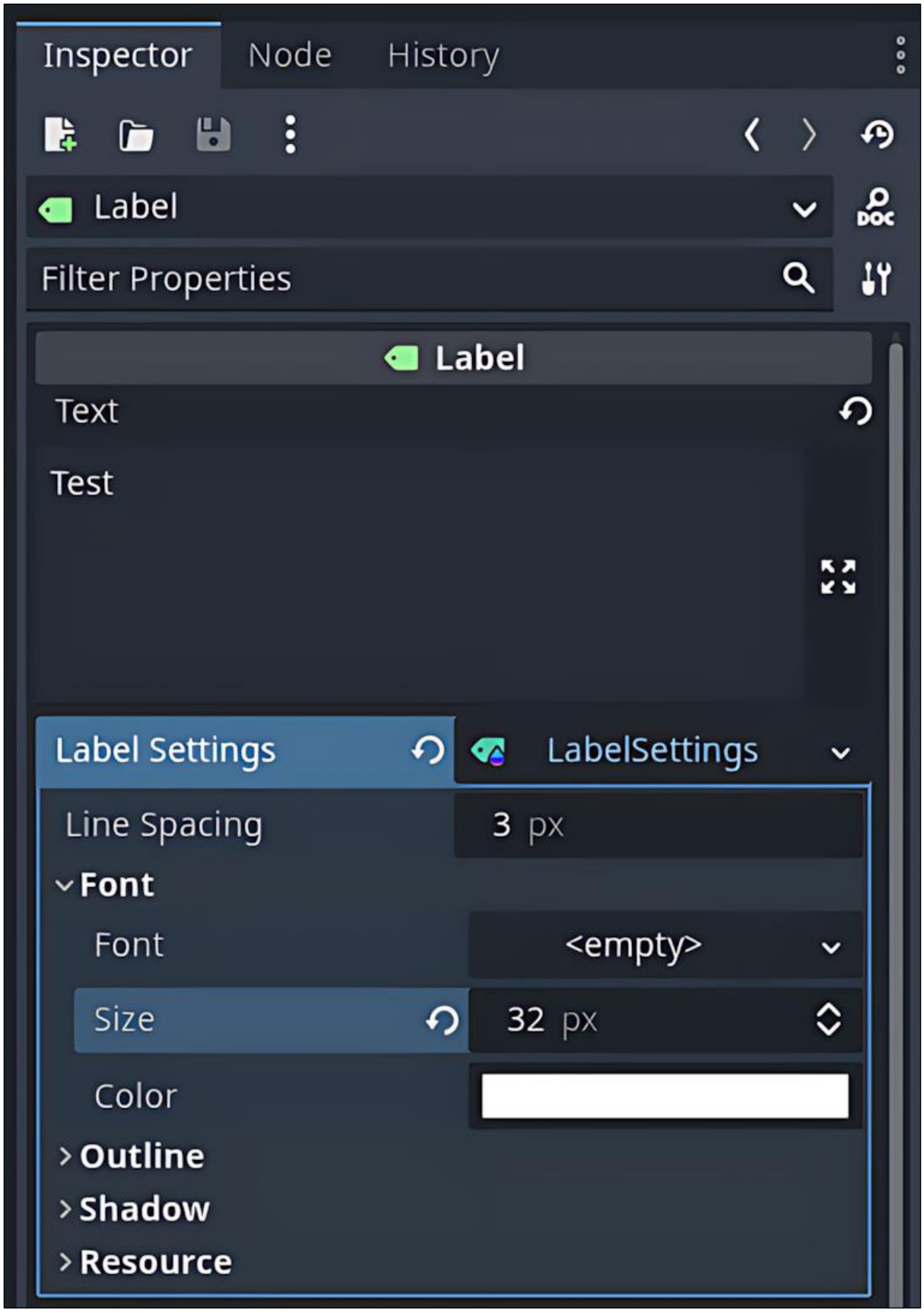


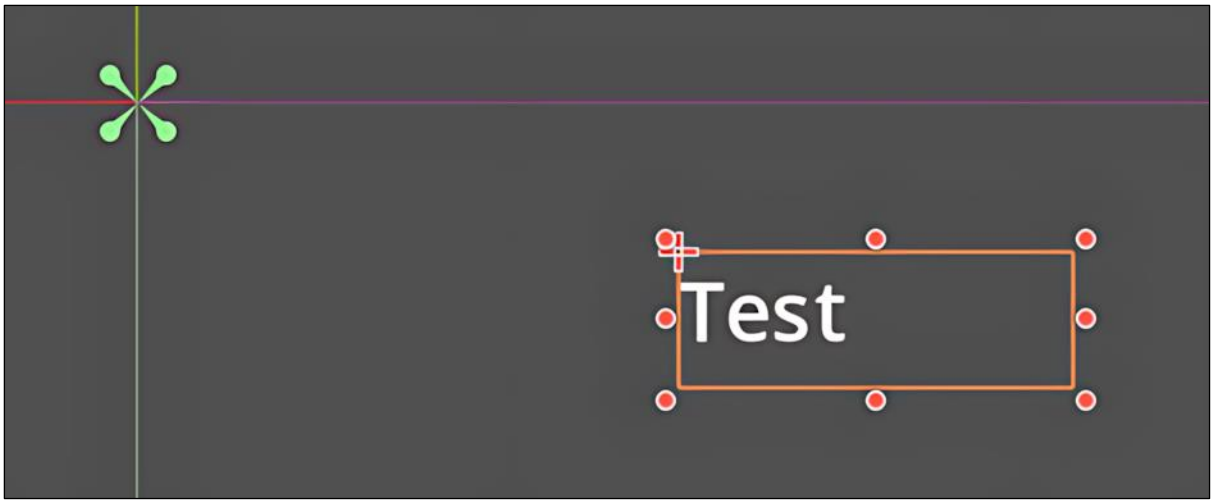


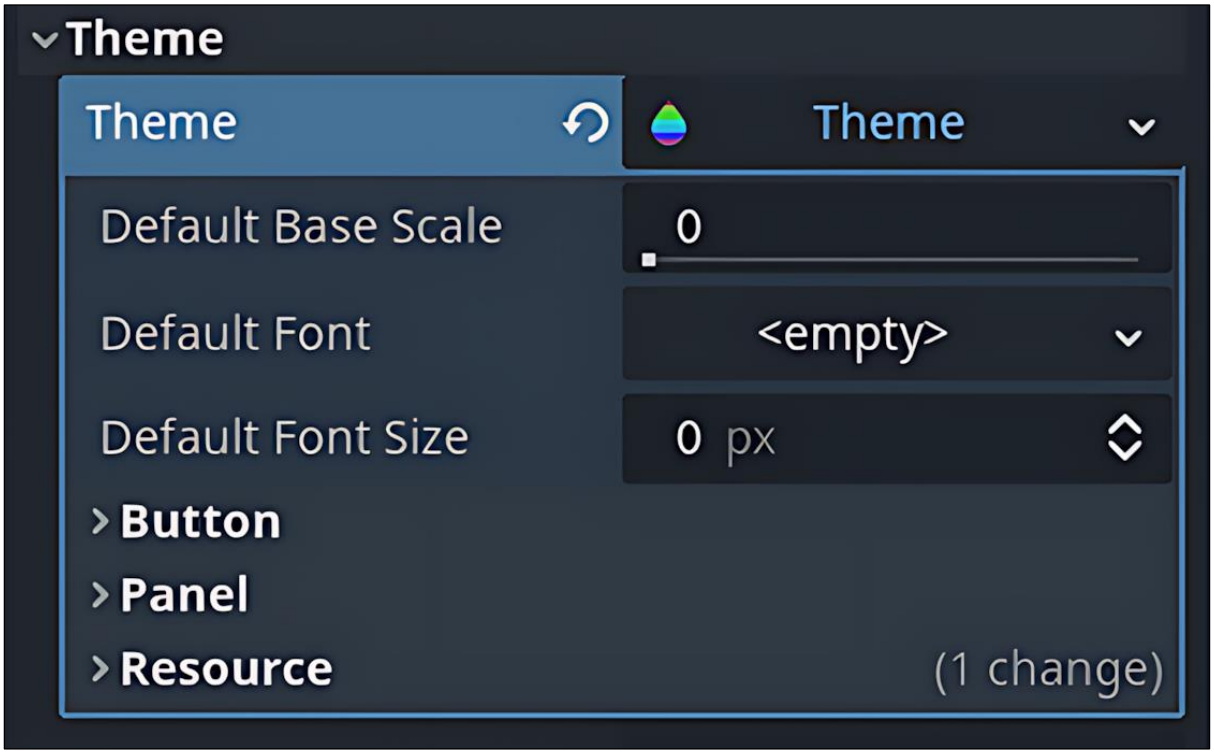

Create New Node
Favorites:
Search:
Matches:
Control
Container
BaseButton
CameraPreview (preview.gd)
TextEdit
ColorRect
GraphEdit
Range
Separator
ItemList
Label
LineEdit
MenuBar
NinePatchRect
Panel
ReferenceRect
RichTextLabel
TabBar
TextureRect
Tree
VideoStreamPlayer
Node3D
AnimationMixer
Recent:
VBoxContainer
GridContainer
Button
Panel
TabBar
Node
Control
OmniLight3D
RichTextLabel
SpotLight3D
DirectionalLig...
TileMap
Marker3D
NavigationOb...
Description:
Node: Base class for all scene objects.
Create
Cancel

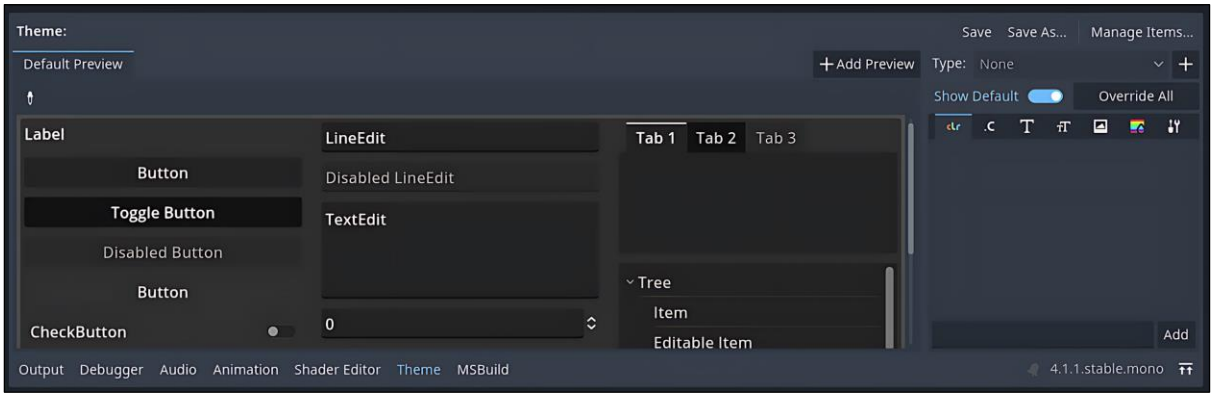


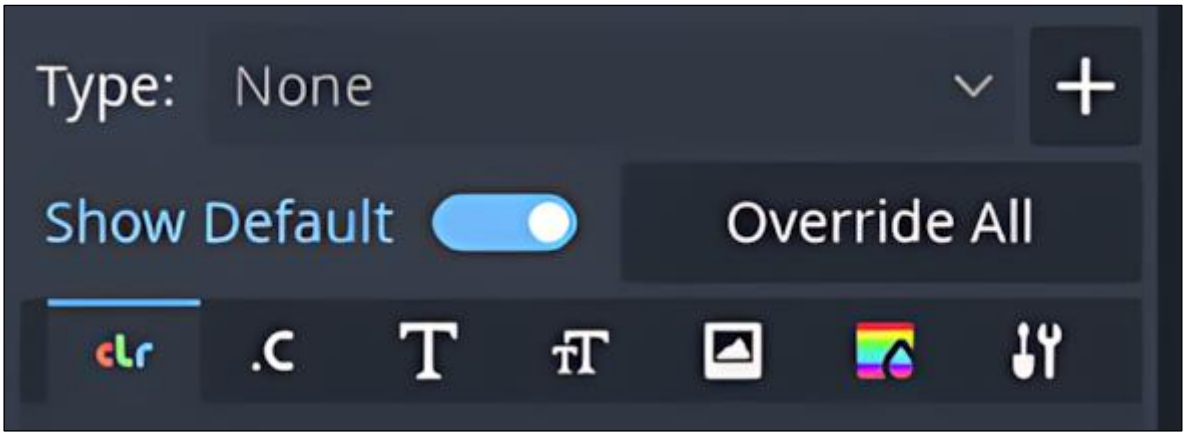

Inspector
Node
History
Label
Filter Properties
Label
Text
Test
Label Settings
<empty>
Horizontal Alignment
Left
Vertical Alignment
Top
Autowrap Mode
Off
Justification Flags
Kashida Justification:1
Word Justification:2
Justify Only After Last Ta
Skip Last Line:32
Skip Last Line With Visibl
Do Not Skip Single Line:1
Clip Text
On
Text Overrun Behavior
Trim Nothing
Uppercase
On
Tab Stops
PackedFloat32Array (siz
Displayed Text
BiDi

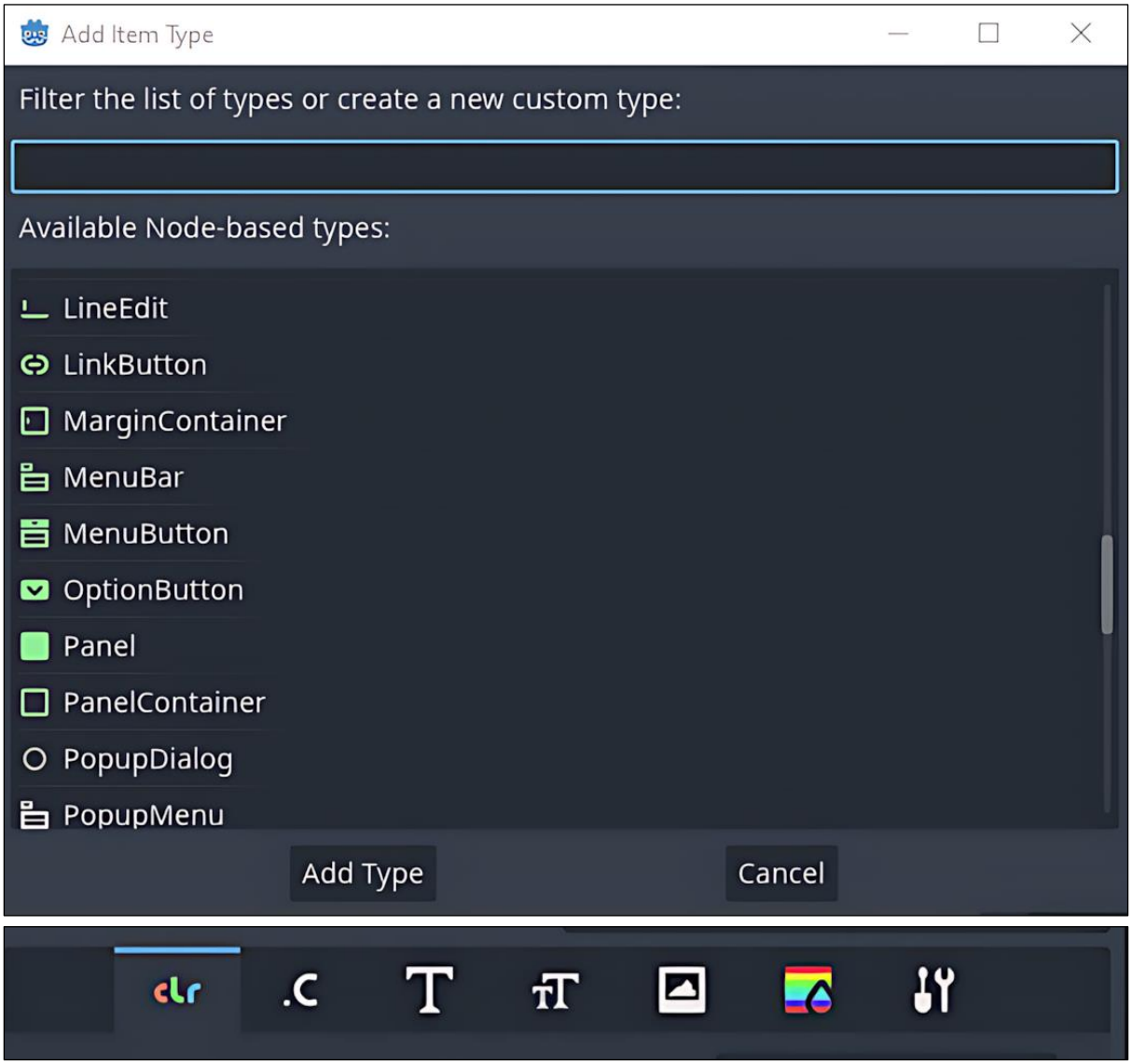

Inspector
Node
History
Label
Filter Properties
Label
Text
Test
Label Settings
LabelSettings
Line Spacing
3 px
Font
Font
<empty>
Size
32 px
Color
Outline
Shadow
Resource

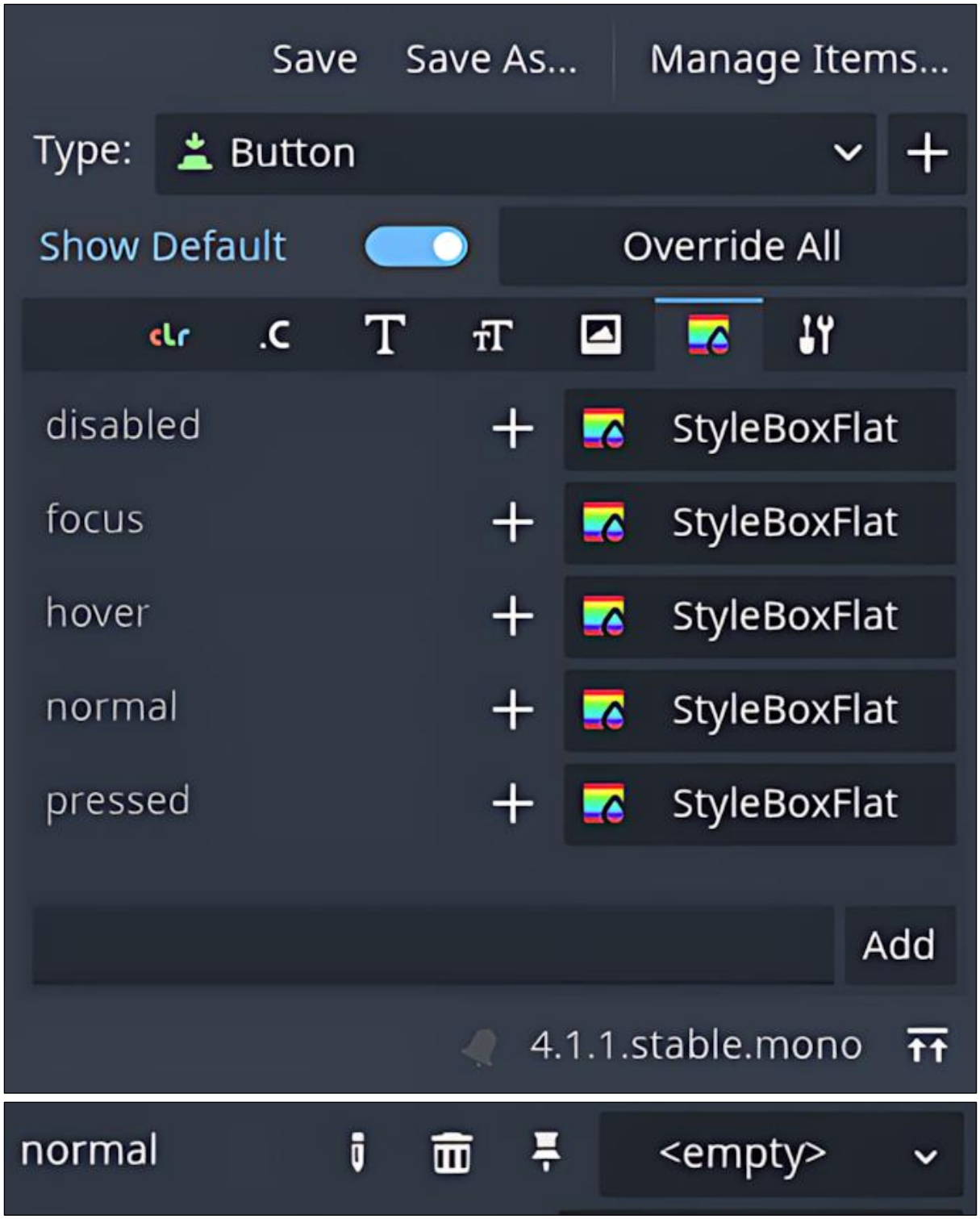

Test

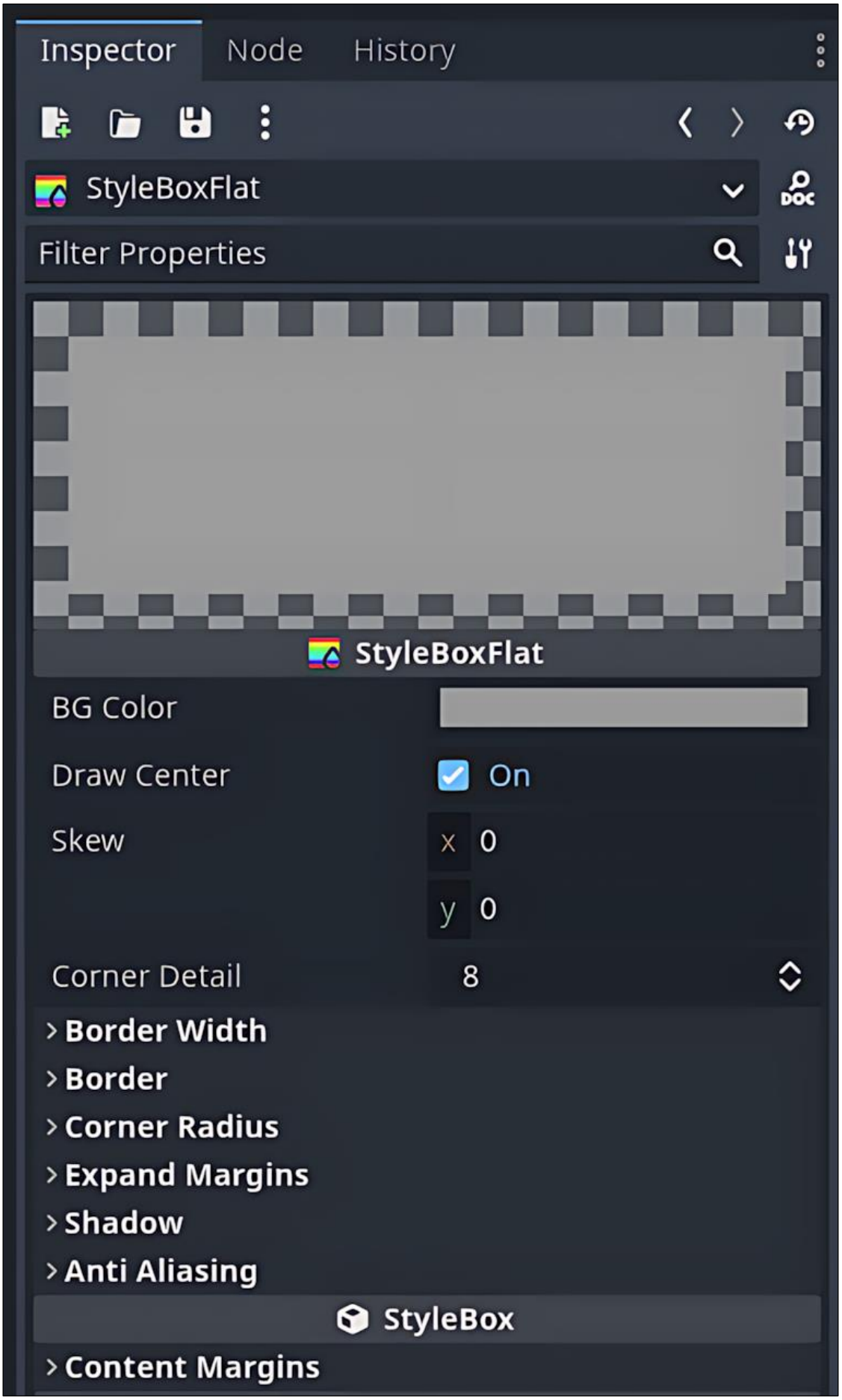

Theme
Theme
Theme
Default Base Scale
0
Default Font
<empty>
Default Font Size
0 px
Button
Panel
Resource
(1 change)

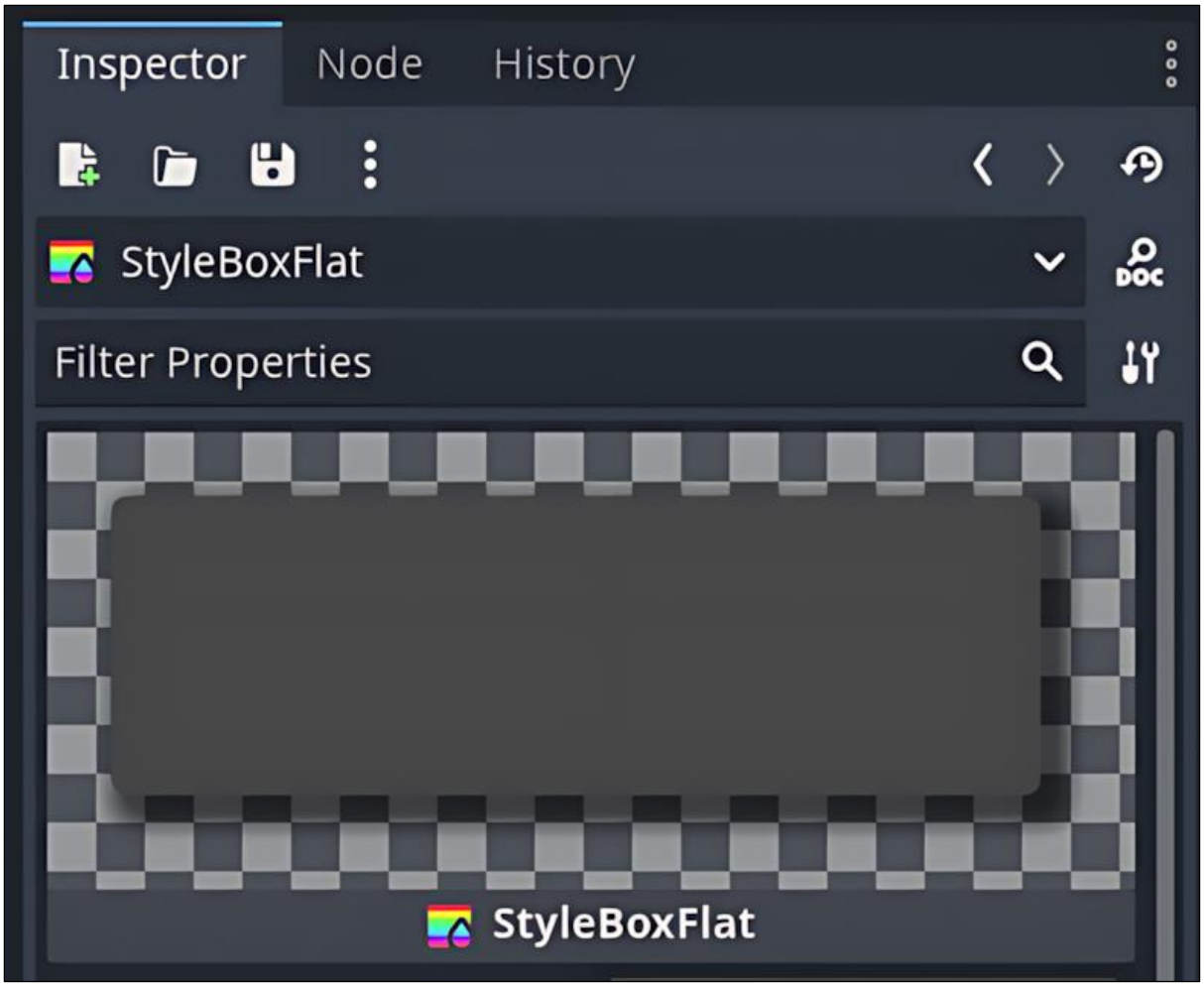

Theme:
Save
Save As...
Manage Items...
Default Preview
Add Preview
Type:
None
Show Default
Override All
Label
Button
Toggle Button
Disabled Button
Button
CheckButton
LineEdit
Disabled LineEdit
TextEdit
0
Tab 1
Tab 2
Tab 3
Tree
Item
Editable Item
Add
Output
Debugger
Audio
Animation
Shader Editor
Theme
MSBuild
4.1.1.stable.mono

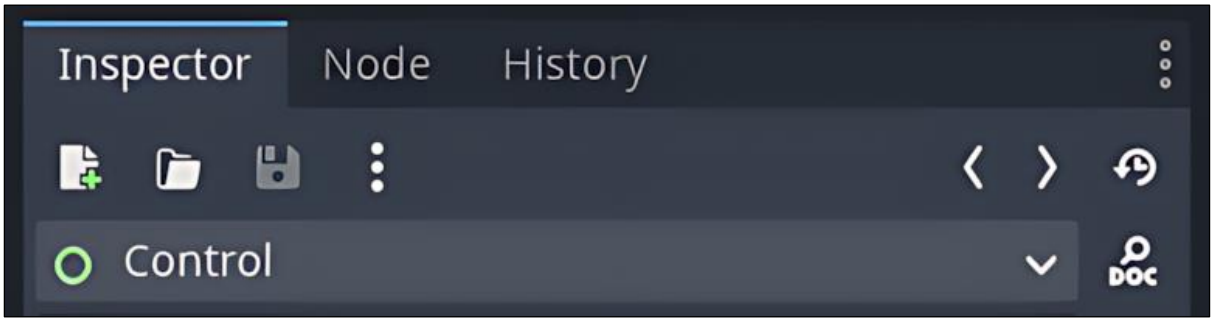

Type:
None
Show Default
Override All

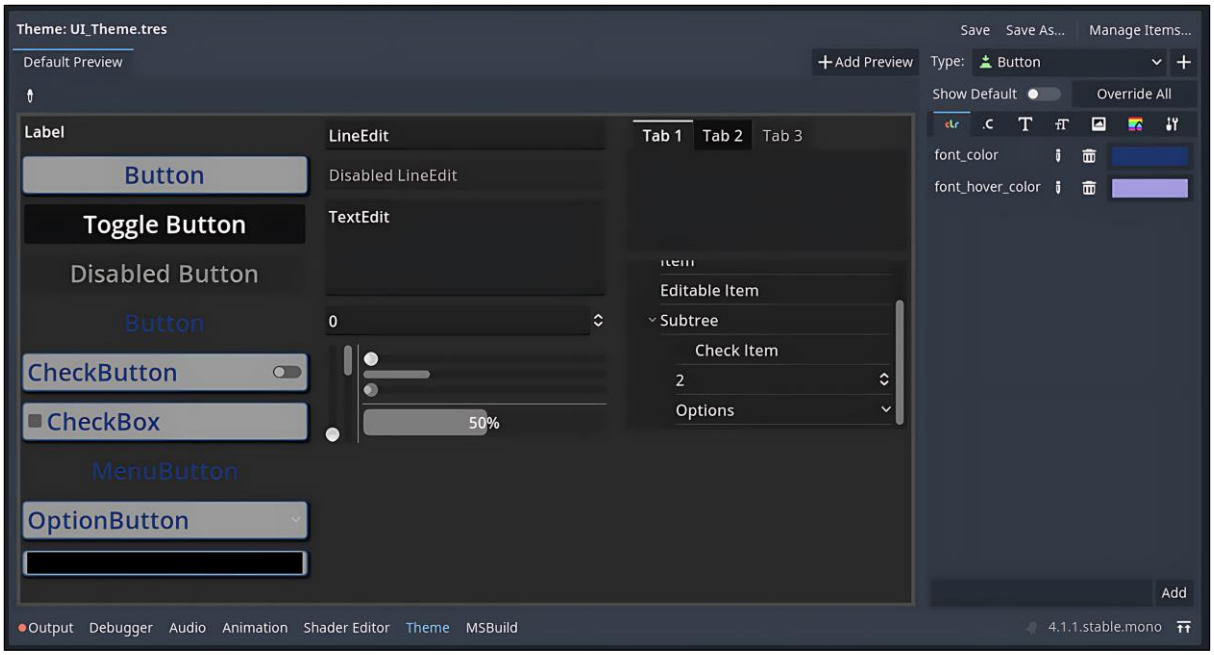

Add Item Type
Filter the list of types or create a new custom type:
Available Node-based types:
LineEdit
LinkButton
MarginContainer
MenuBar
MenuButton
OptionButton
Panel
PanelContainer
PopupDialog
PopupMenu
Add Type
Cancel

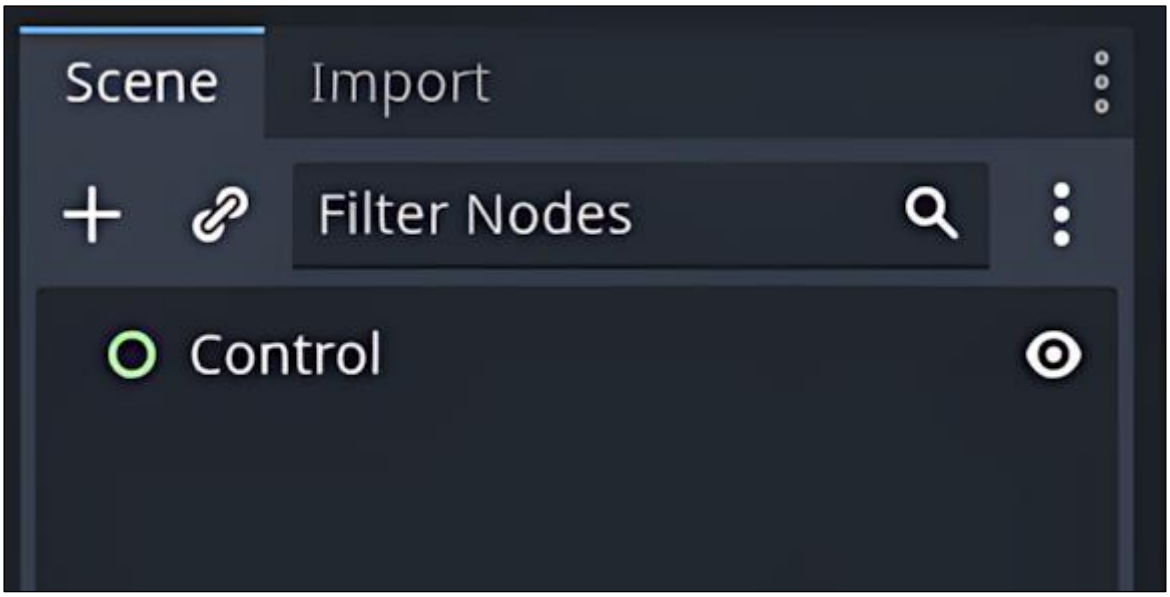

Save
Save As...
Manage Items...
Type:
Button
Show Default
Override All
disabled
StyleBoxFlat
focus
StyleBoxFlat
hover
StyleBoxFlat
normal
StyleBoxFlat
pressed
StyleBoxFlat
Add
4.1.1.stable.mono
normal
<empty>

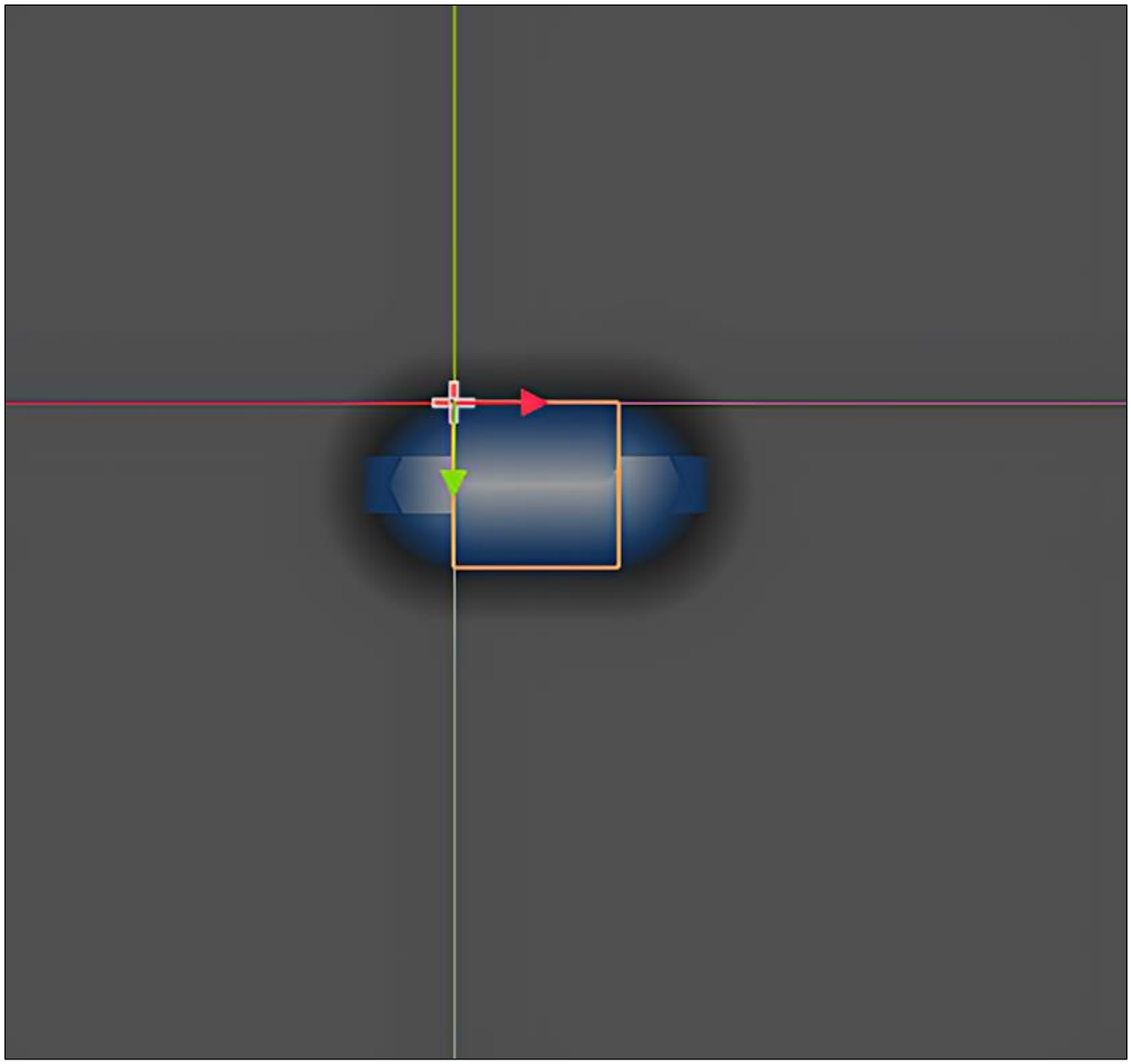

Inspector
Node
History
StyleBoxFlat
Filter Properties
StyleBoxFlat
BG Color
Draw Center
On
Skew
x 0
y 0
Corner Detail
8
Border Width
Border
Corner Radius
Expand Margins
Shadow
Anti Aliasing
StyleBox
Content Margins

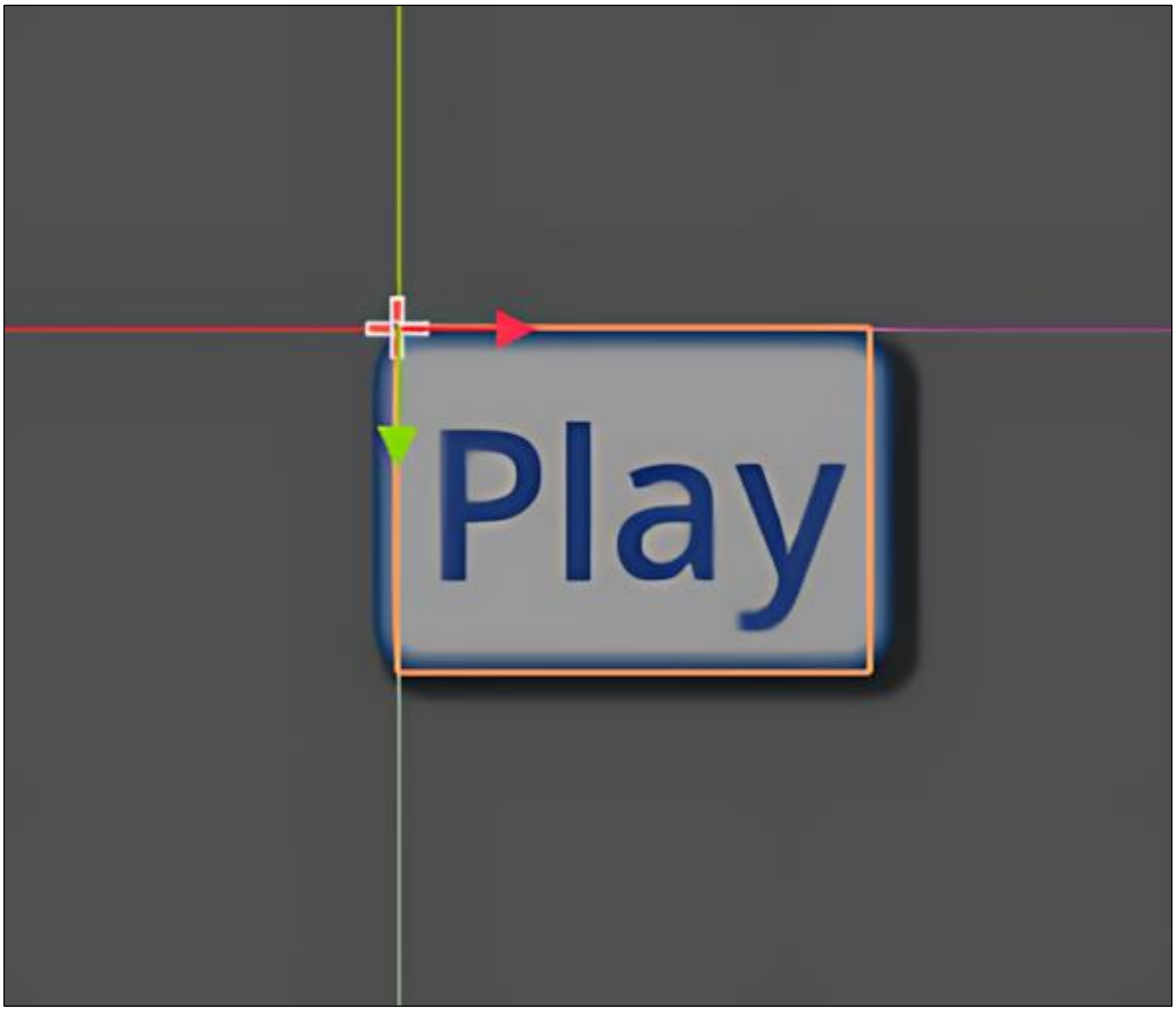

Inspector
Node
History
StyleBoxFlat
DOC
Filter Properties
StyleBoxFlat


Inspector
Node
History
Control
DOC

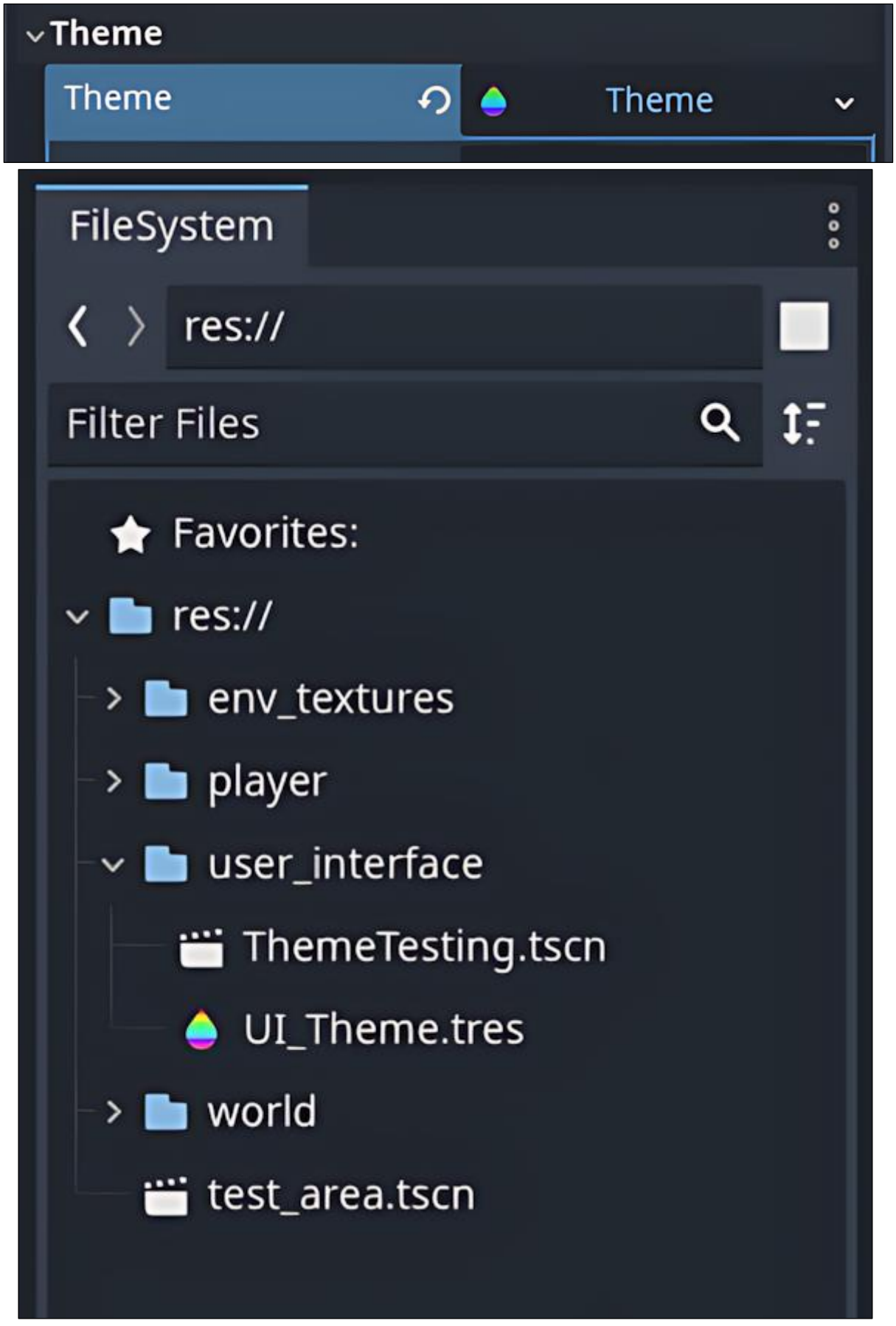

Theme: UI_Theme.tres
Save
Save As...
Manage Items...
Default Preview
Add Preview
Type:
Button
Show Default
Override All
Label
Button
Toggle Button
Disabled Button
Button
CheckButton
CheckBox
MenuButton
OptionButton
LineEdit
Disabled LineEdit
TextEdit
0
50%
Tab 1
Tab 2
Tab 3
Editable Item
Subtree
Check Item
2
Options
font_color
font_hover_color
Add
Output
Debugger
Audio
Animation
Shader Editor
Theme
MSBuild
4.1.1.stable.mono

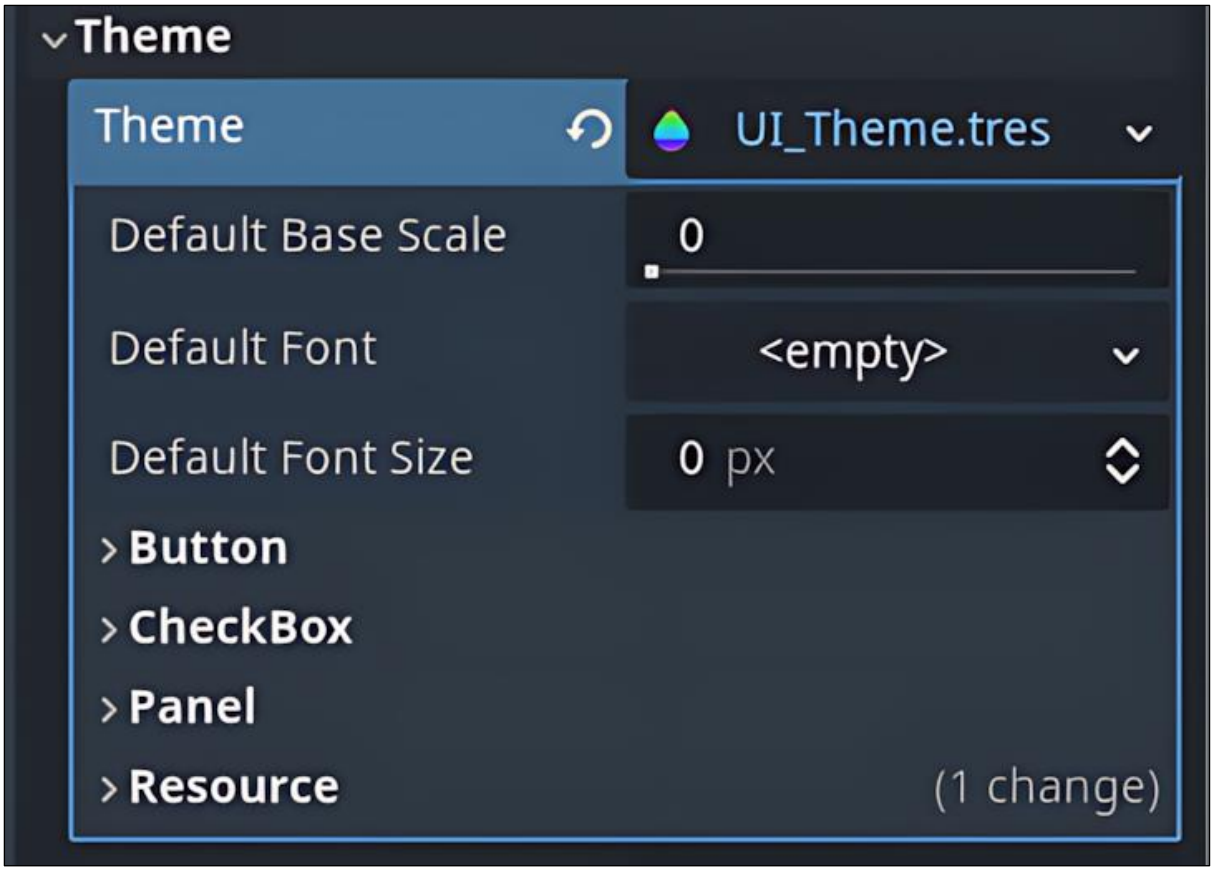

Scene
Import
Filter Nodes
Control

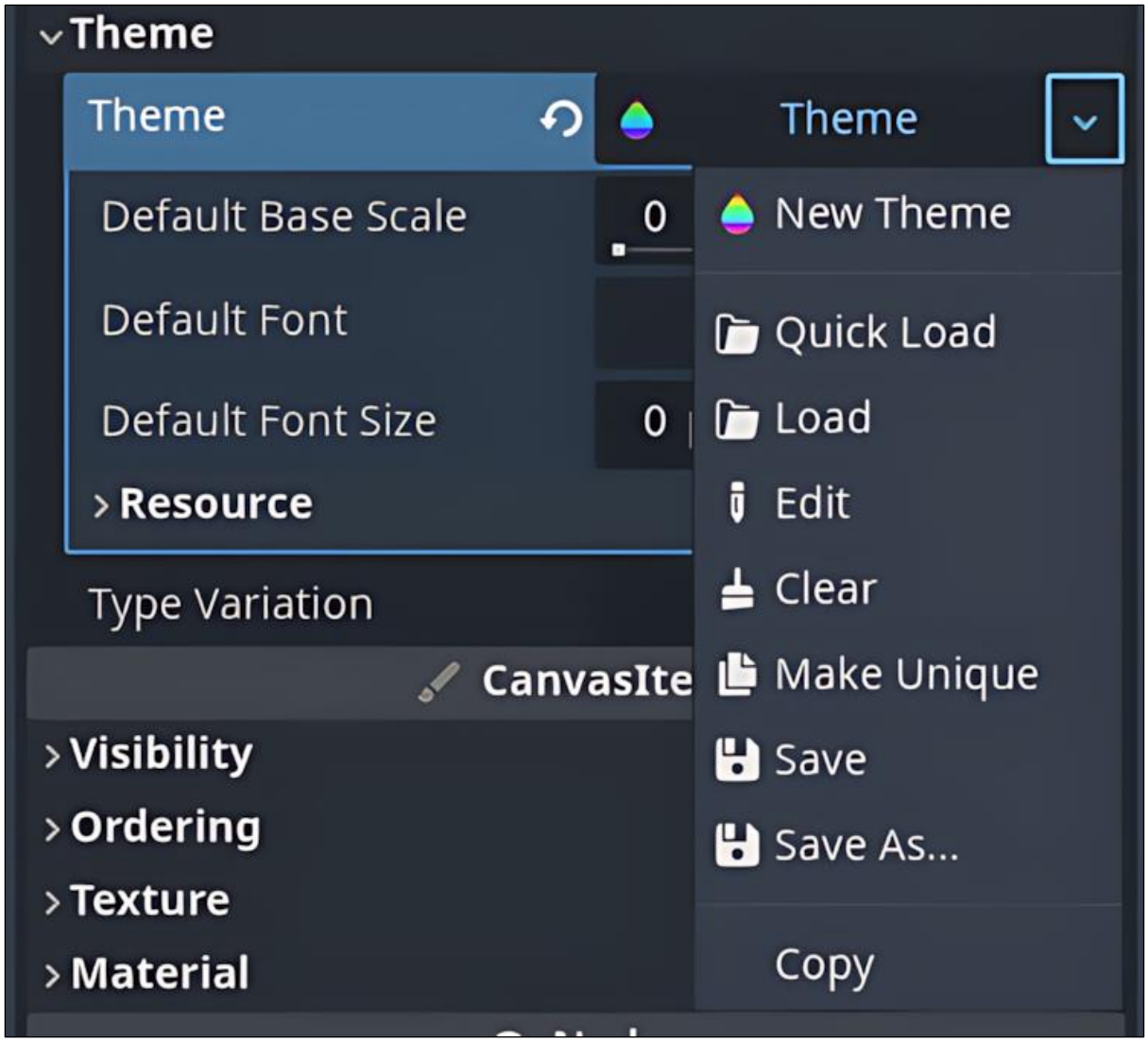


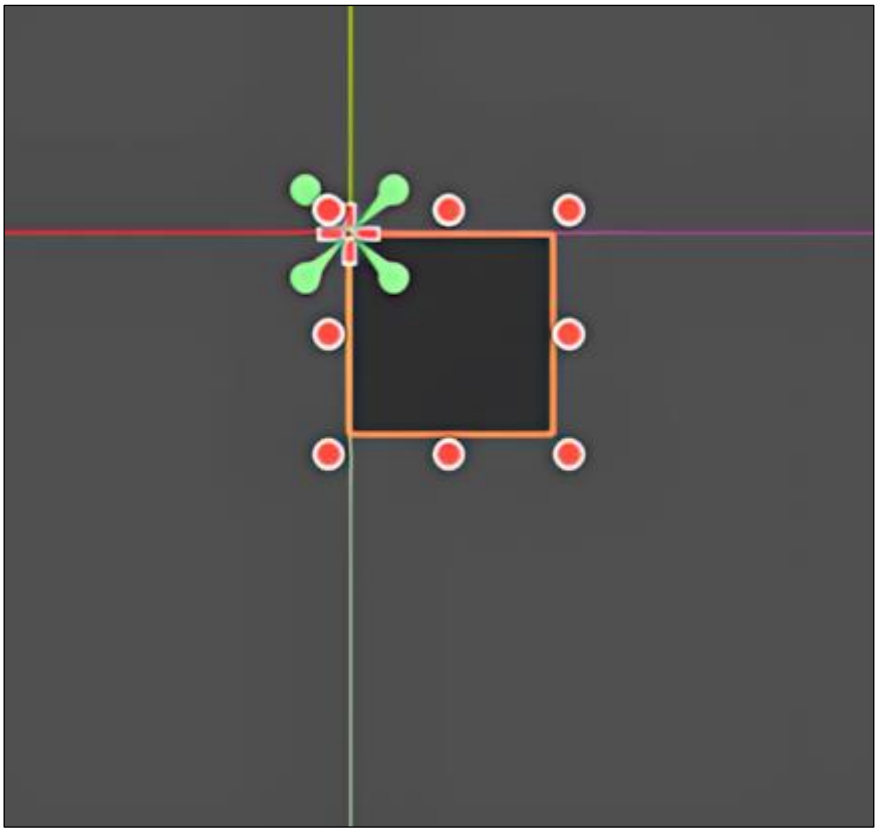

Play

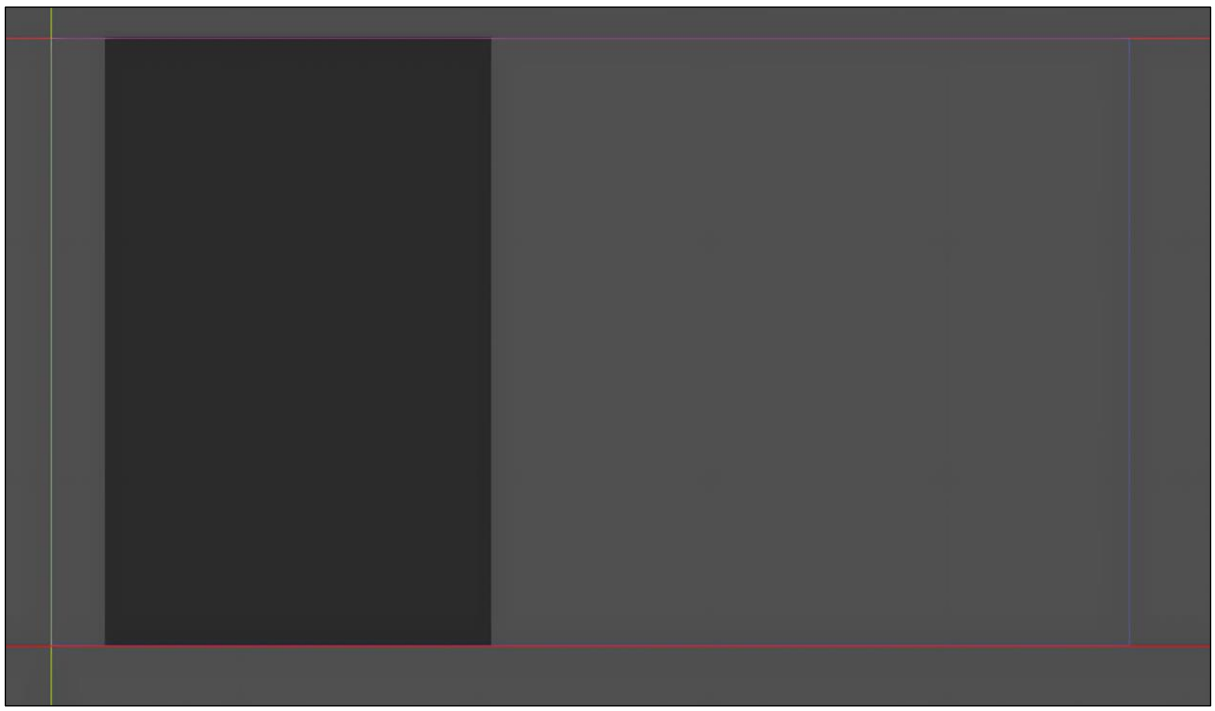

Play
Settings
Quit


Theme
Theme
Theme
FileSystem
res://
Filter Files
Favorites:
res://
env_textures
player
user_interface
ThemeTesting.tscn
UI_Theme.tres
world
test_area.tscn

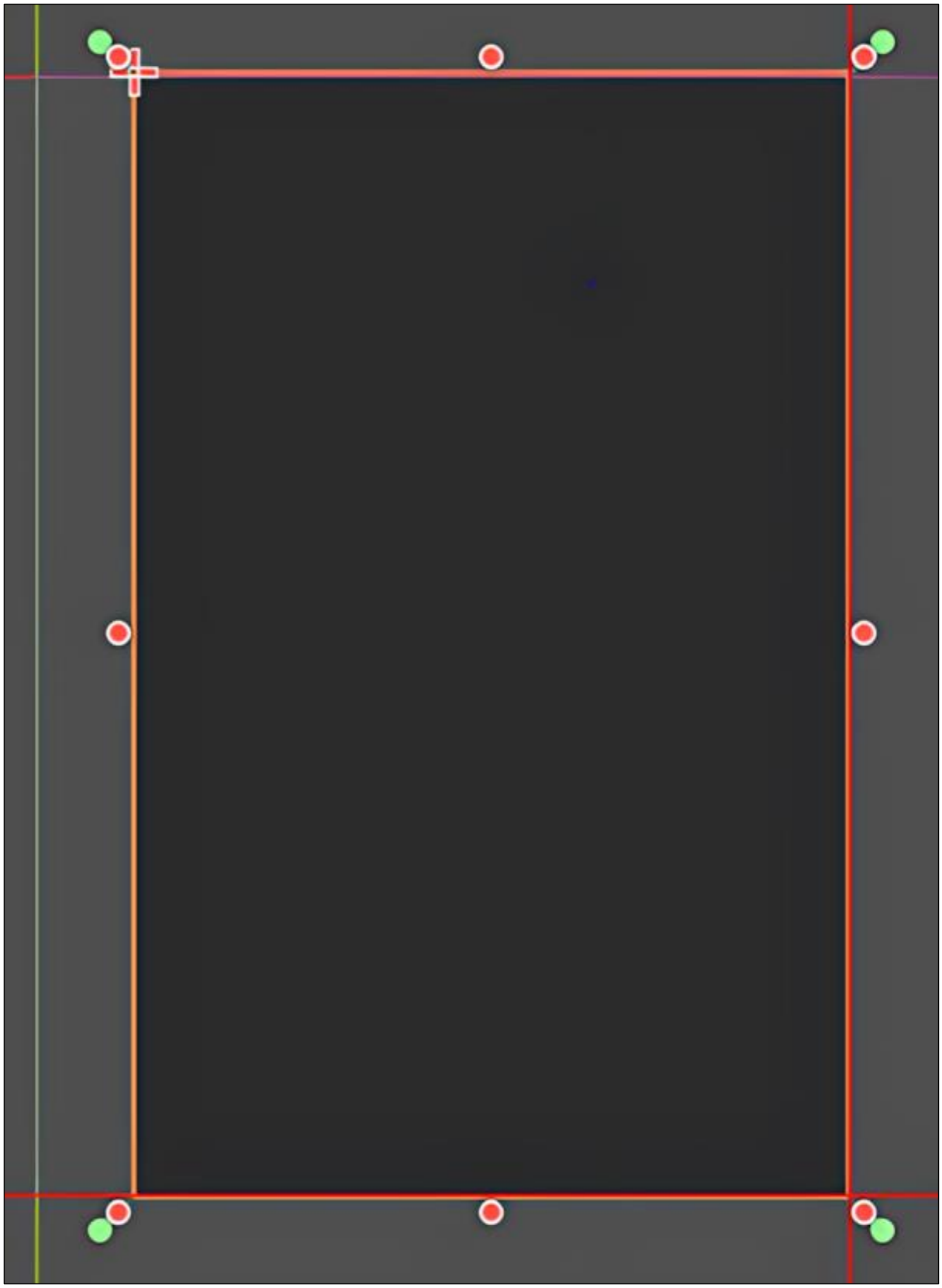

Theme
Theme
UI_Theme.tres
Default Base Scale
0
Default Font
<empty>
Default Font Size
0 px
Button
CheckBox
Panel
Resource
(1 change)


Theme
Theme
Theme
Default Base Scale
0
Default Font
Default Font Size
0
Resource
Type Variation
CanvasIte
Visibility
Ordering
Texture
Material
New Theme
Quick Load
Load
Edit
Clear
Make Unique
Save
Save As...
Copy



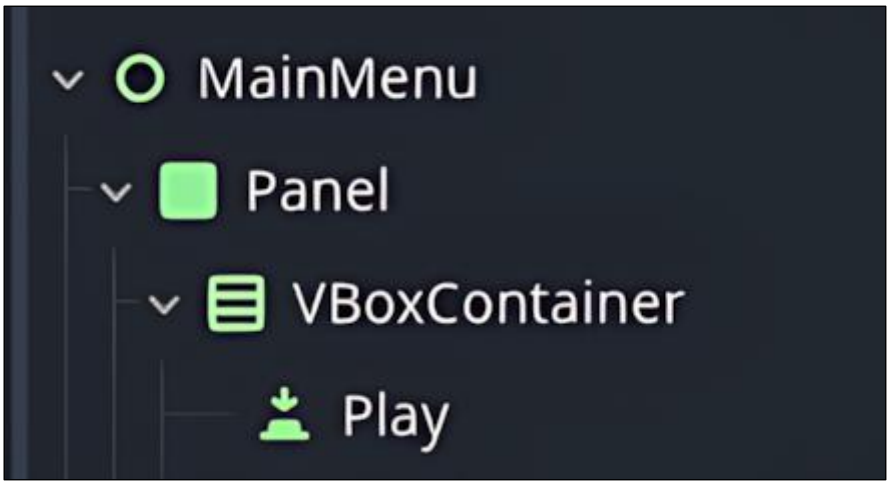


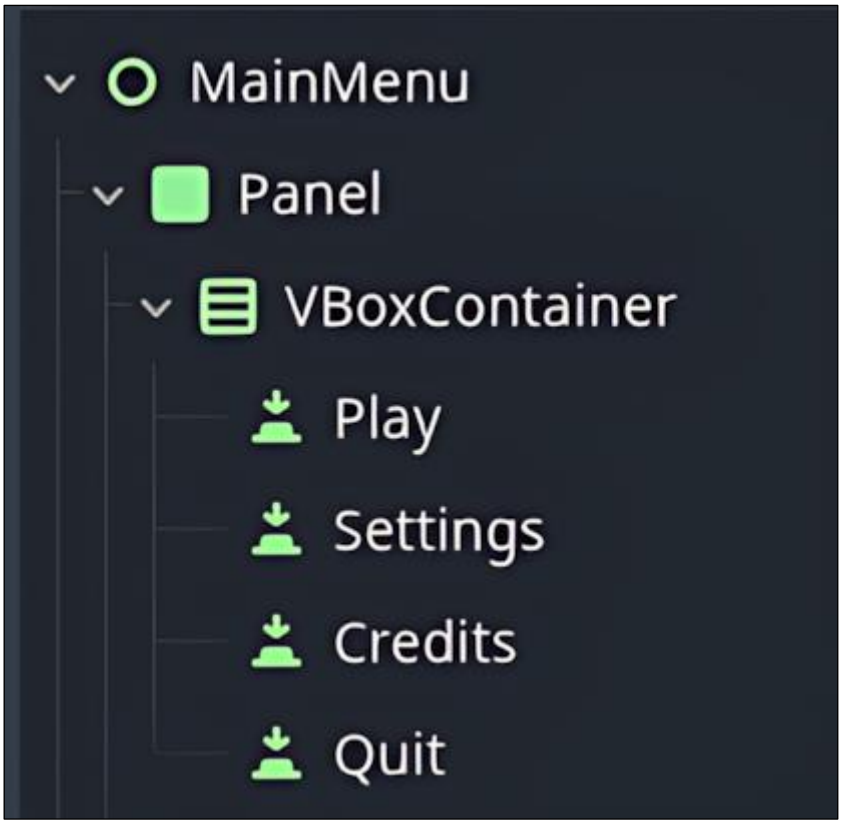

Transform
Size
x 413 px
y 651 px
Position
x 57 px
y -2 px
Rotation
0 °
Scale
x 1
y 1
Pivot Offset
x 0 px
y 0 px

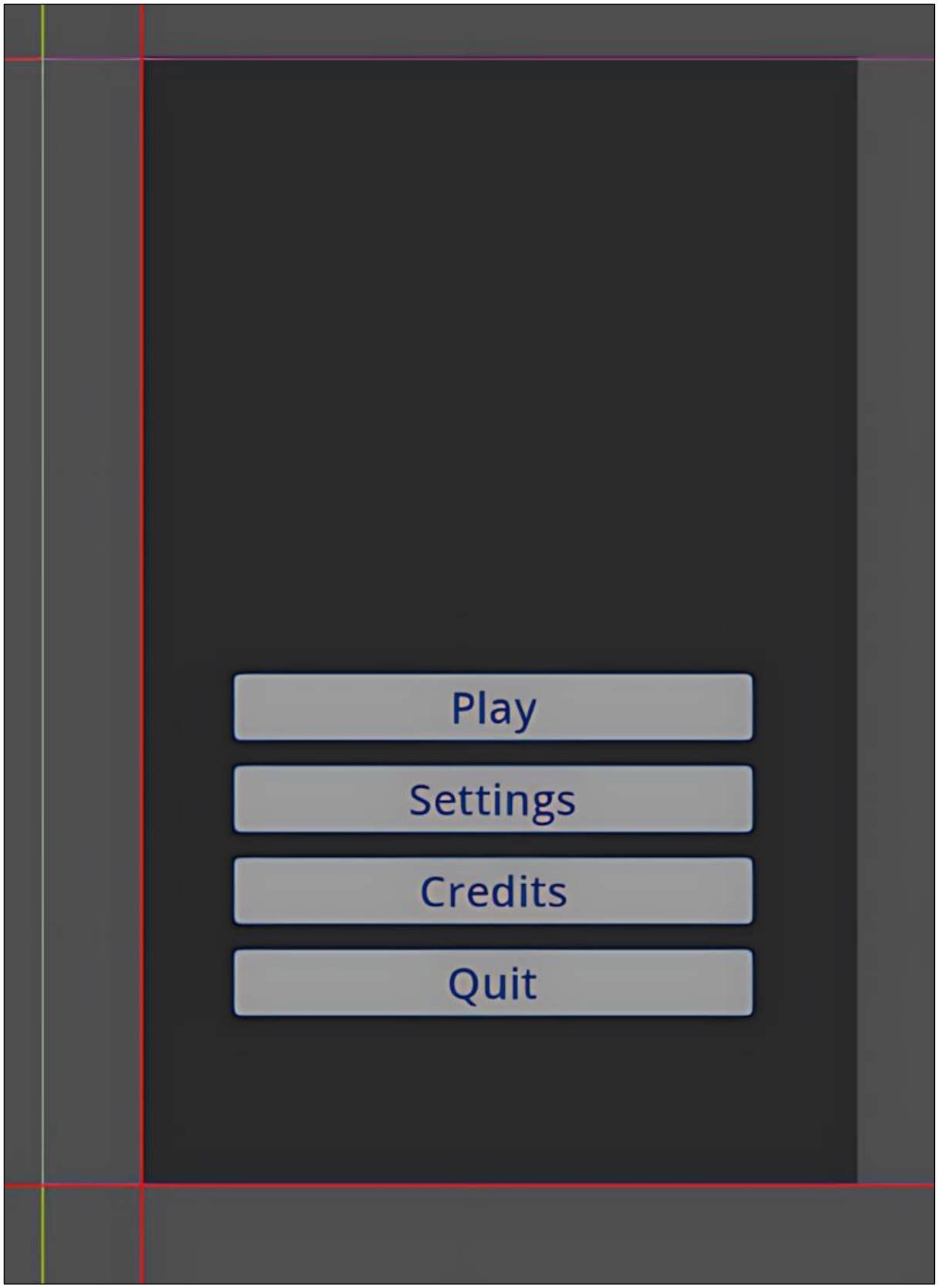


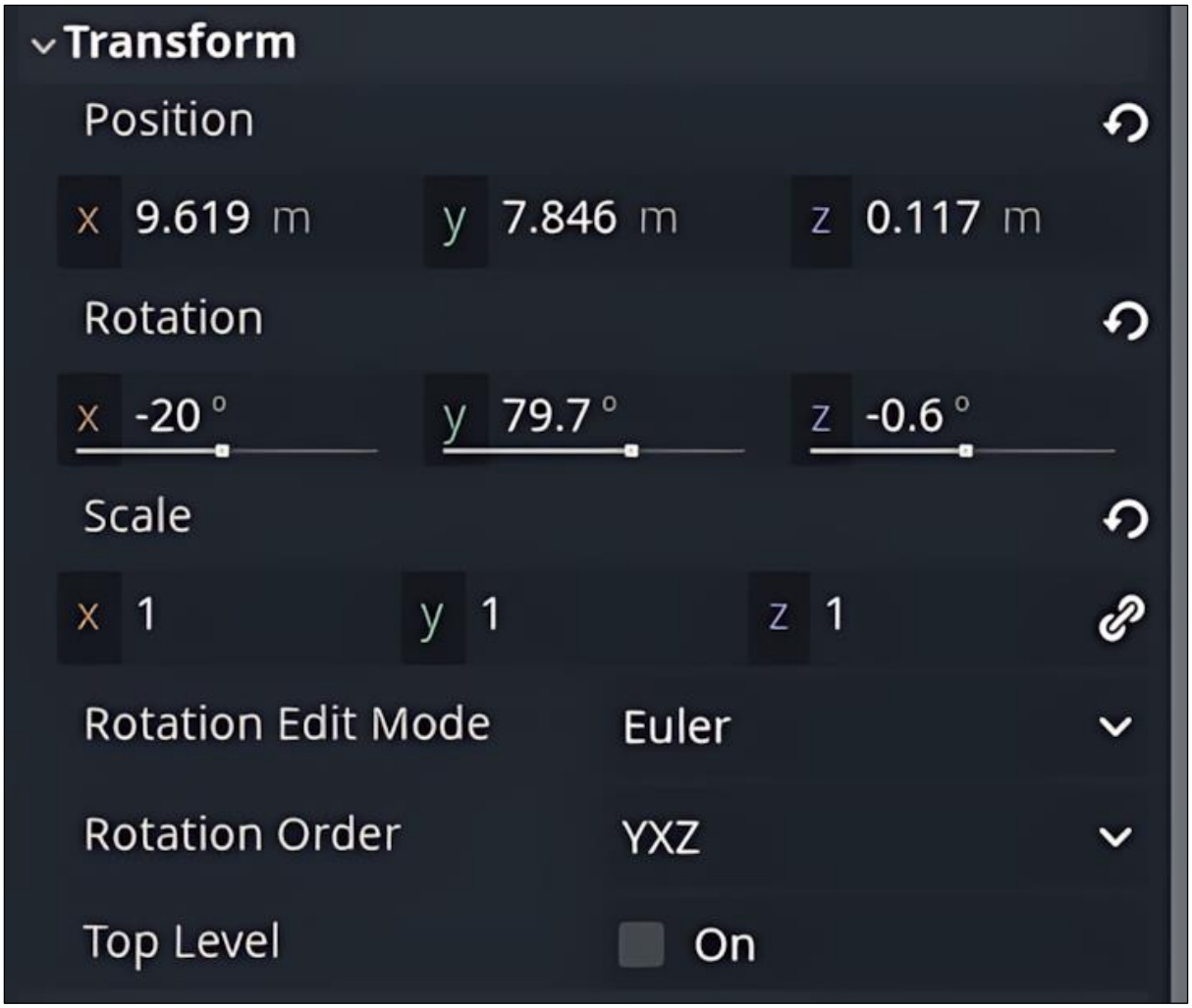

Transform
Size
x 297 px
y 349 px
Position
x 55 px
y 281 px
Rotation
0 °
Scale
x 1
y 1
Pivot Offset
x 0 px
y 0 px

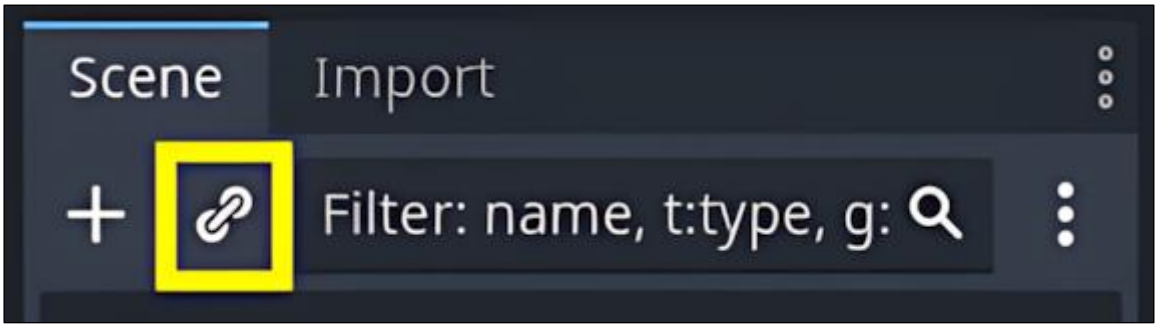

Anchor preset
Set to Current Ratio

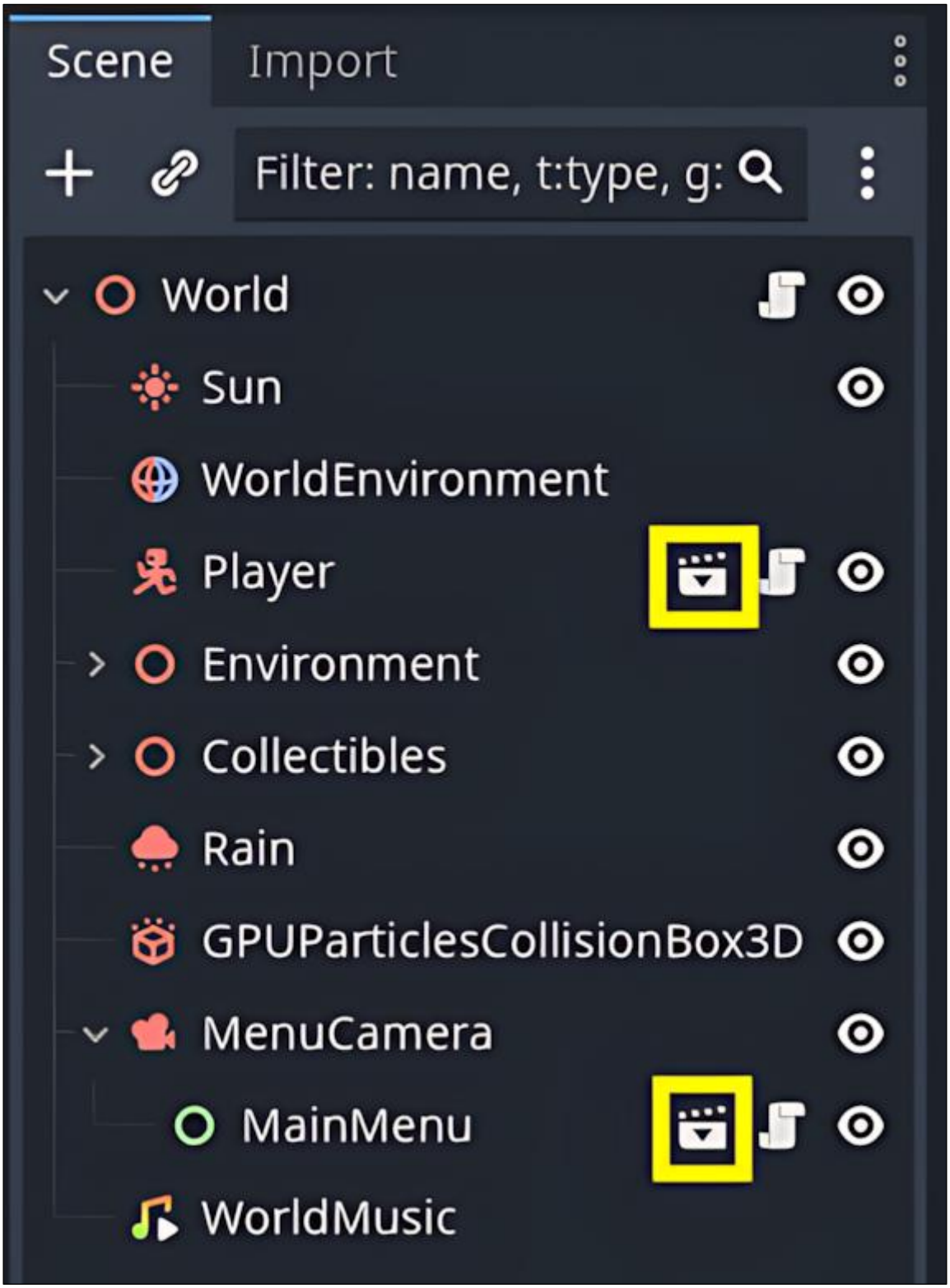

MainMenu
Panel
VBoxContainer
Play

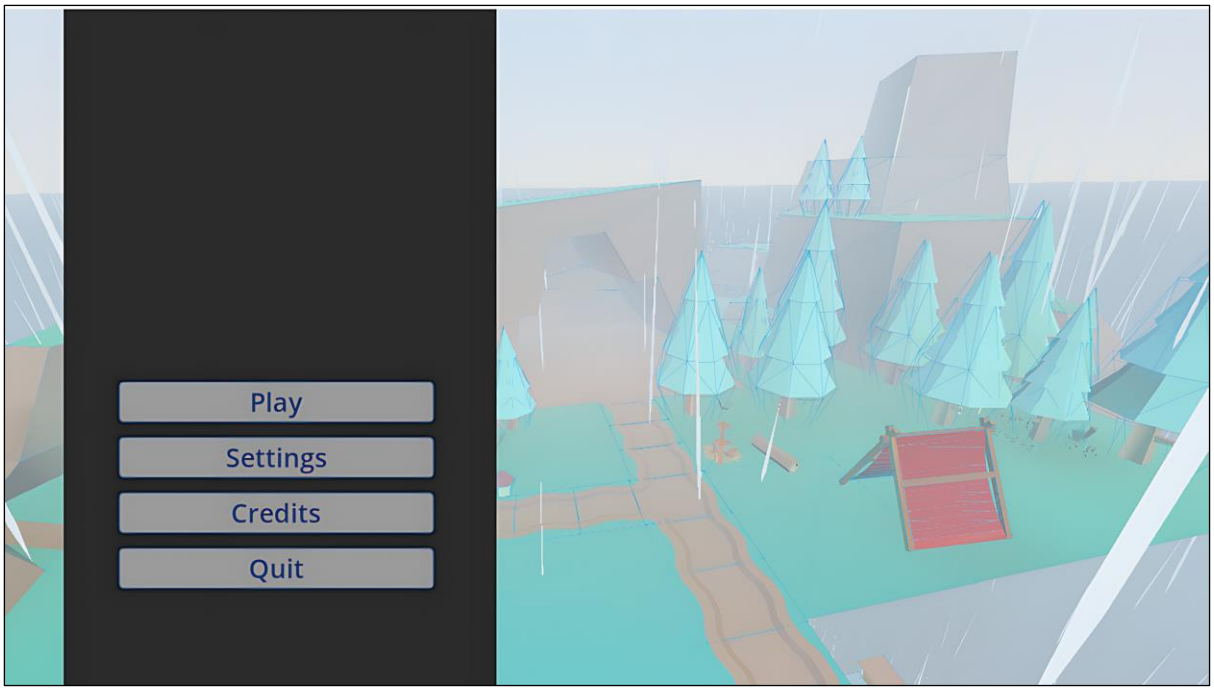

MainMenu
Panel
VBoxContainer
Play
Settings
Credits
Quit

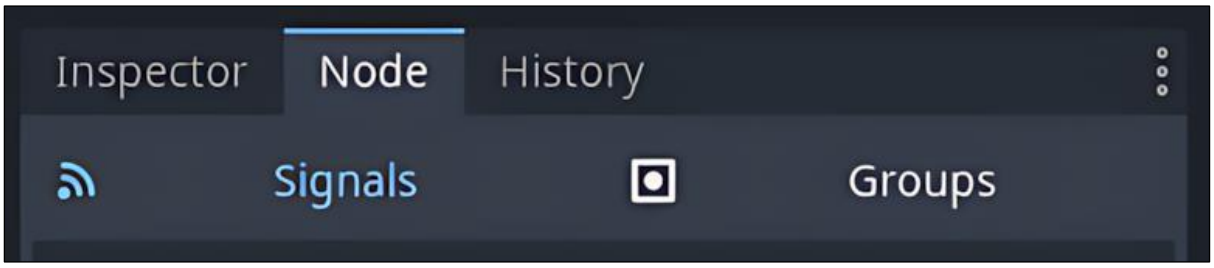

Play
Settings
Credits
Quit

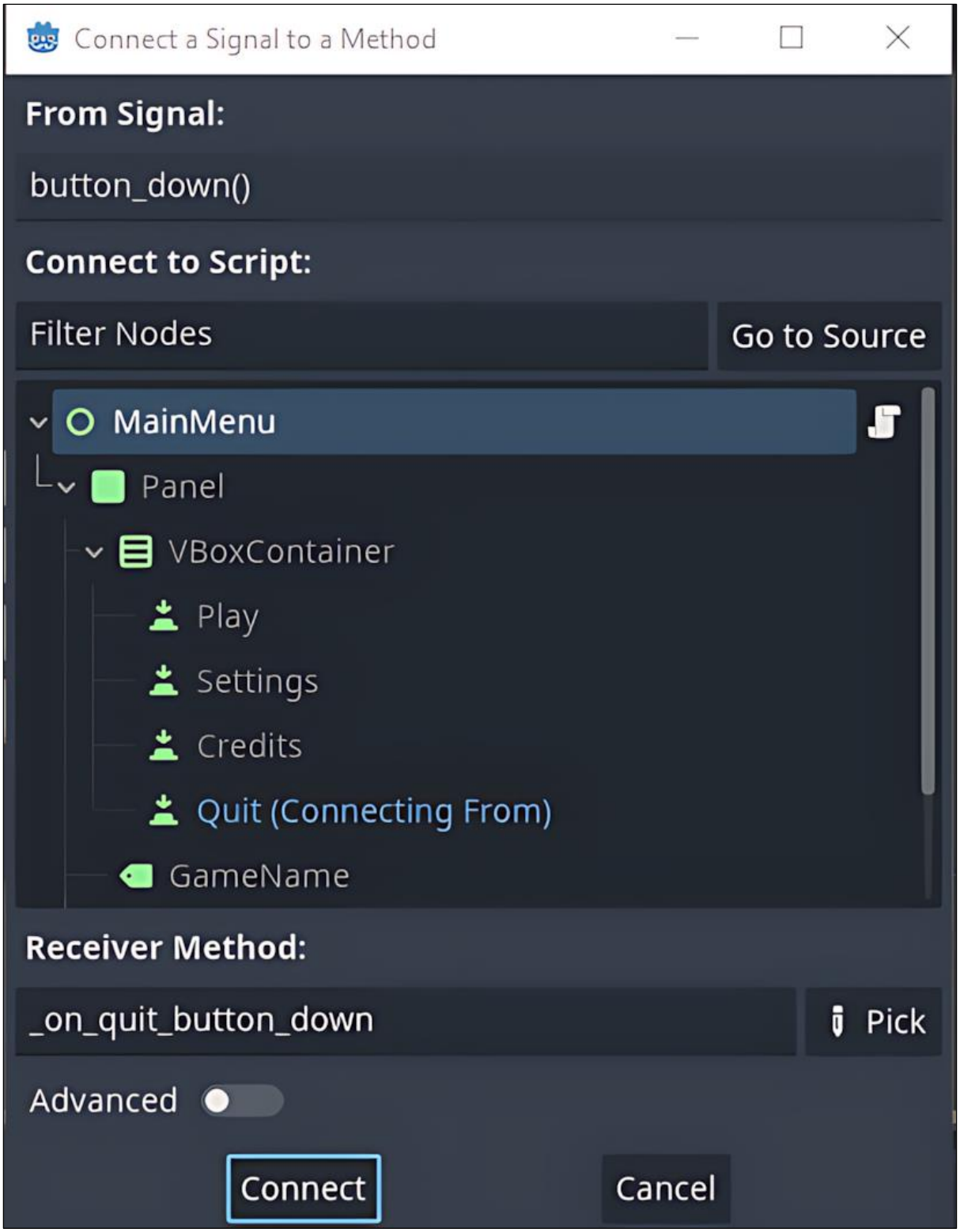

Transform
Position
x 9.619 m
y 7.846 m
z 0.117 m
Rotation
x -20 °
y 79.7 °
z -0.6 °
Scale
x 1
y 1
z 1
Rotation Edit Mode
Euler
Rotation Order
YXZ
Top Level
On

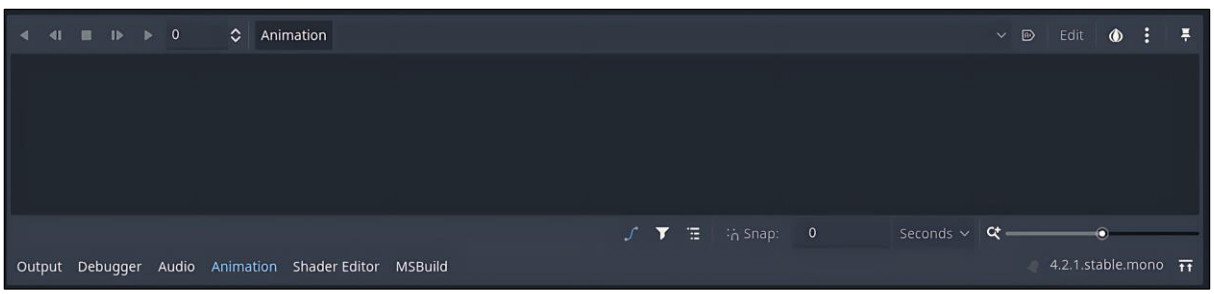

Scene
Import
Filter: name, t:type, g:

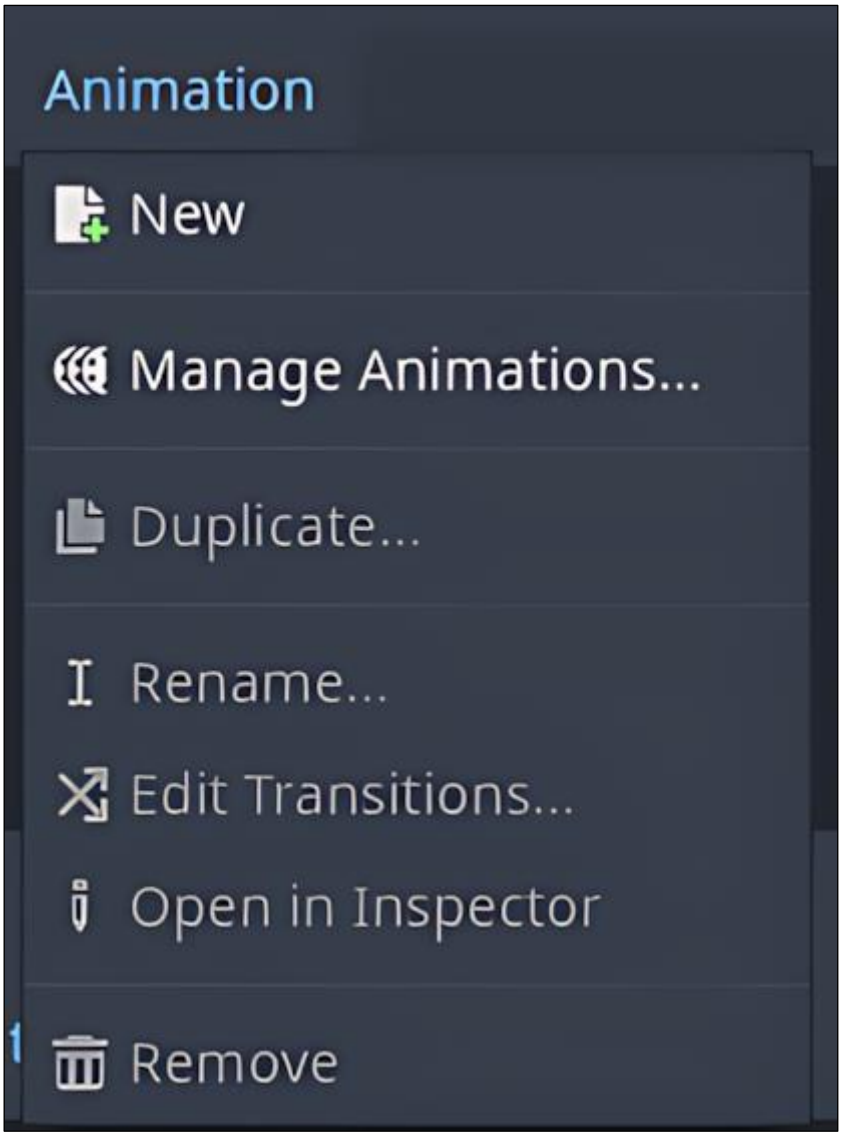

Scene
Import
Filter: name, t:type, g:
World
Sun
WorldEnvironment
Player
Environment
Collectibles
Rain
GPUParticlesCollisionBox3D
MenuCamera
MainMenu
WorldMusic

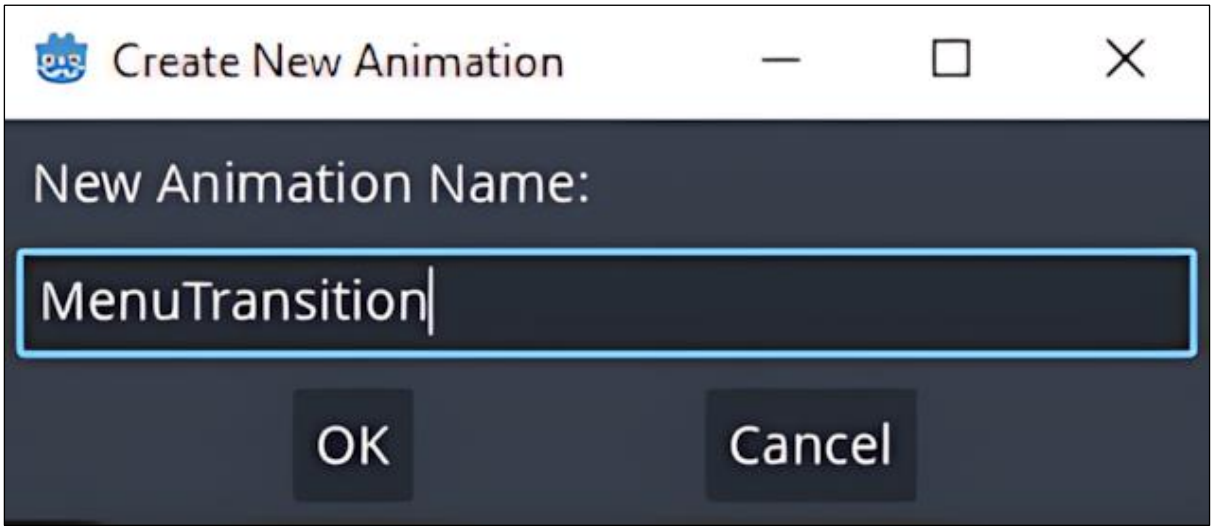

Play
Settings
Credits
Quit


Inspector
Node
History
Signals
Groups


Connect a Signal to a Method
From Signal:
button_down()
Connect to Script:
Filter Nodes
Go to Source
MainMenu
Panel
VBoxContainer
Play
Settings
Credits
Quit (Connecting From)
GameName
Receiver Method:
_on_quit_button_down
Pick
Advanced
Connect
Cancel

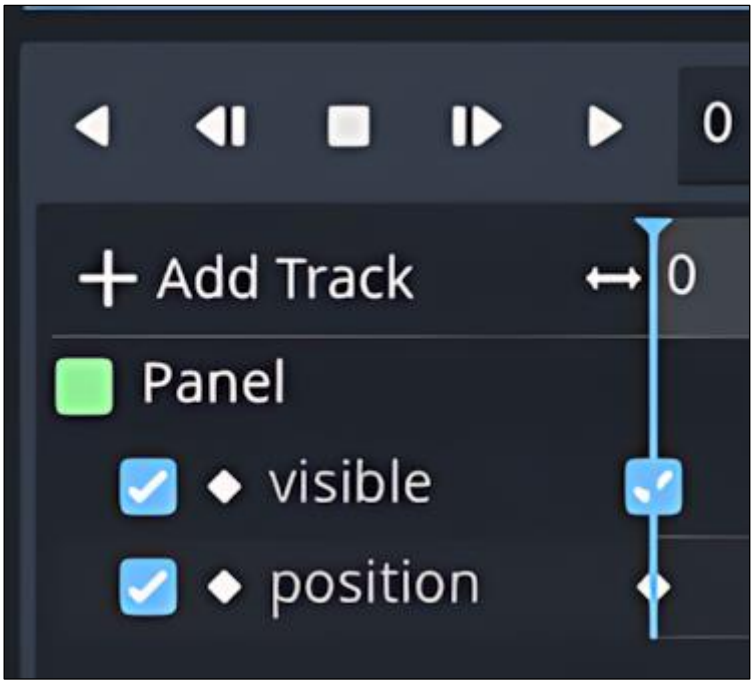

Animation
Edit
Snap:
Seconds
Output
Debugger
Audio
Animation
Shader Editor
MSBuild
4.2.1.stable.mono


Animation
New
Manage Animations...
Duplicate...
Rename...
Edit Transitions...
Open in Inspector
Remove


Create New Animation
New Animation Name:
MenuTransition
OK
Cancel

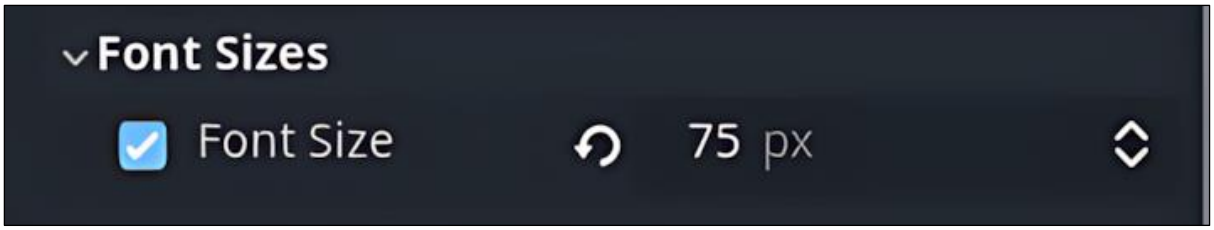

Animation
MenuTransition
Edit
Add Track
0
0.5
1
1.5
2
2.5
3
3.5
4
4.5
5
5.5
6
6.5
7
7.5
8
8.5
9
1


Control
Layout
This node doesn't have a control parent.
Clip Contents
On
Custom Minimum Size
x 0 px
y 0 px
Layout Direction
Inherited
Layout Mode
Uncontrolled
Anchors Preset
Custom
Anchor Points
(3 changes)
Anchor Offsets
(4 changes)
Grow Direction
(1 change)
Transform
Size
x 413 px
y 651 px
Position
x 57 px
y -2 px
Rotation
0 °
Scale
x 1
y 1
Pivot Offset
x 0 px
y 0 px

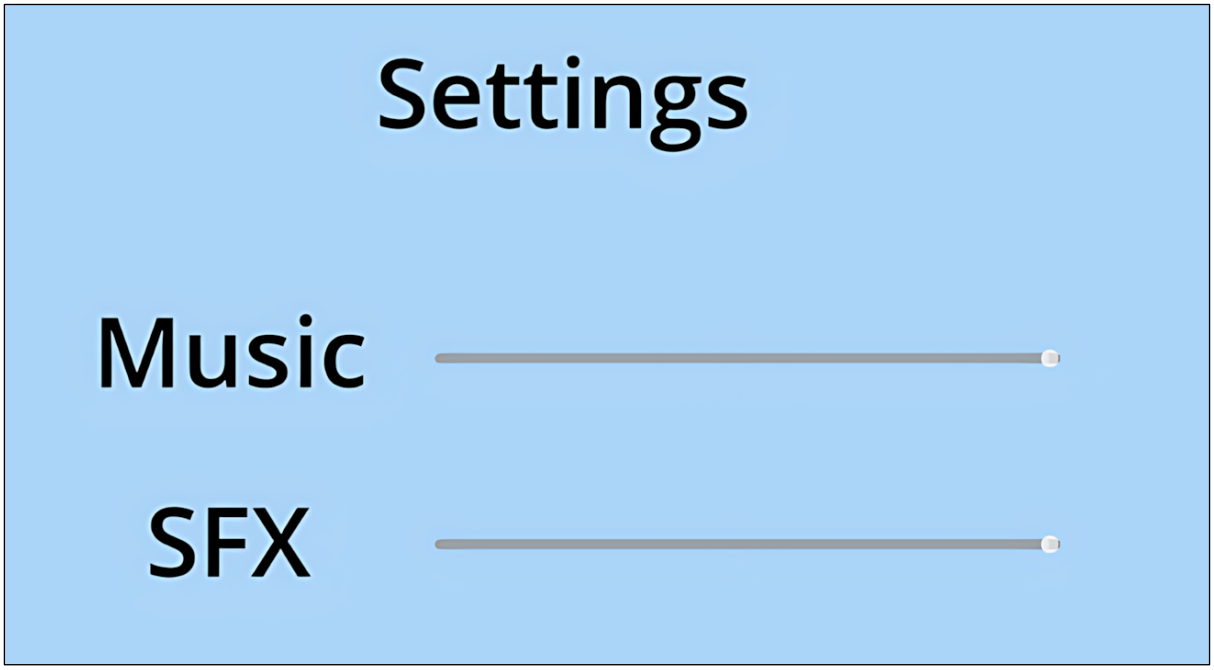

0
Add Track
0
Panel
visible
position

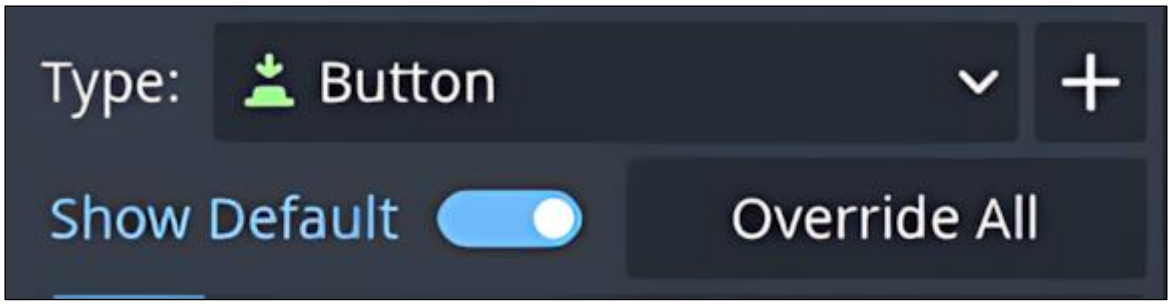

0.5
Animation
MenuTransition
Edit
Add Track
0
0.5
1
1.5
2
2.5
3
3.5
4
4.5
5
5.5
6
6.5
7
7.5
8
8.5
9
0.5
Panel
visible
position
Snap:
0.1
Seconds
Output
Debugger
Audio
Animation
Shader Editor
MSBuild
4.2.1.stable.mono

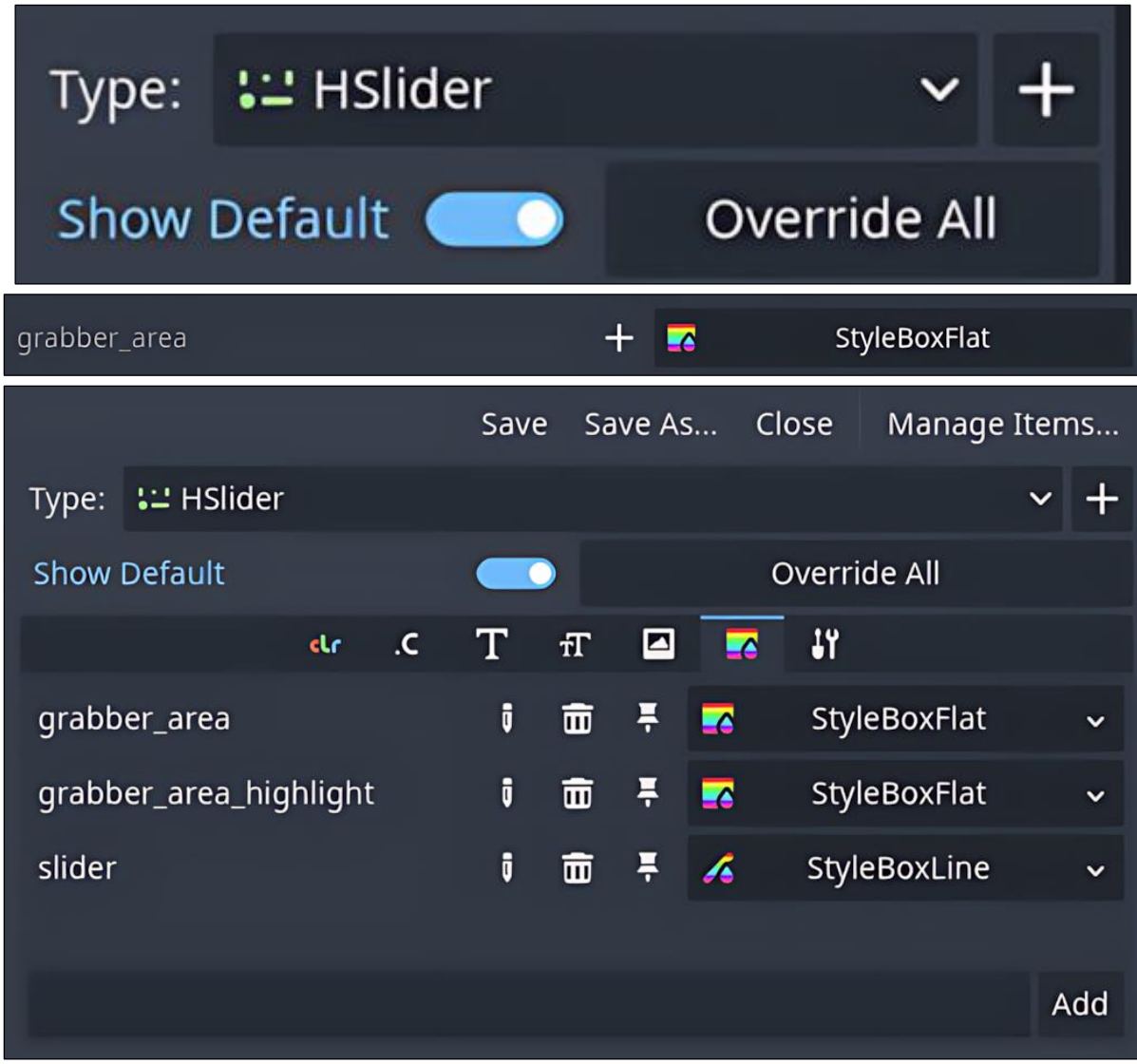

Control
Layout
This node doesn't have a control parent.
Clip Contents
On
Custom Minimum Size
x 0 px
y 0 px
Layout Direction
Inherited
Layout Mode
Uncontrolled
Anchors Preset
Full Rect
Transform
Size
x 1152 px
y 648 px
Position
x 0 px
y 0 px
Rotation
0 °
Scale
x 1
y 1
Pivot Offset
x 0 px
y 0 px

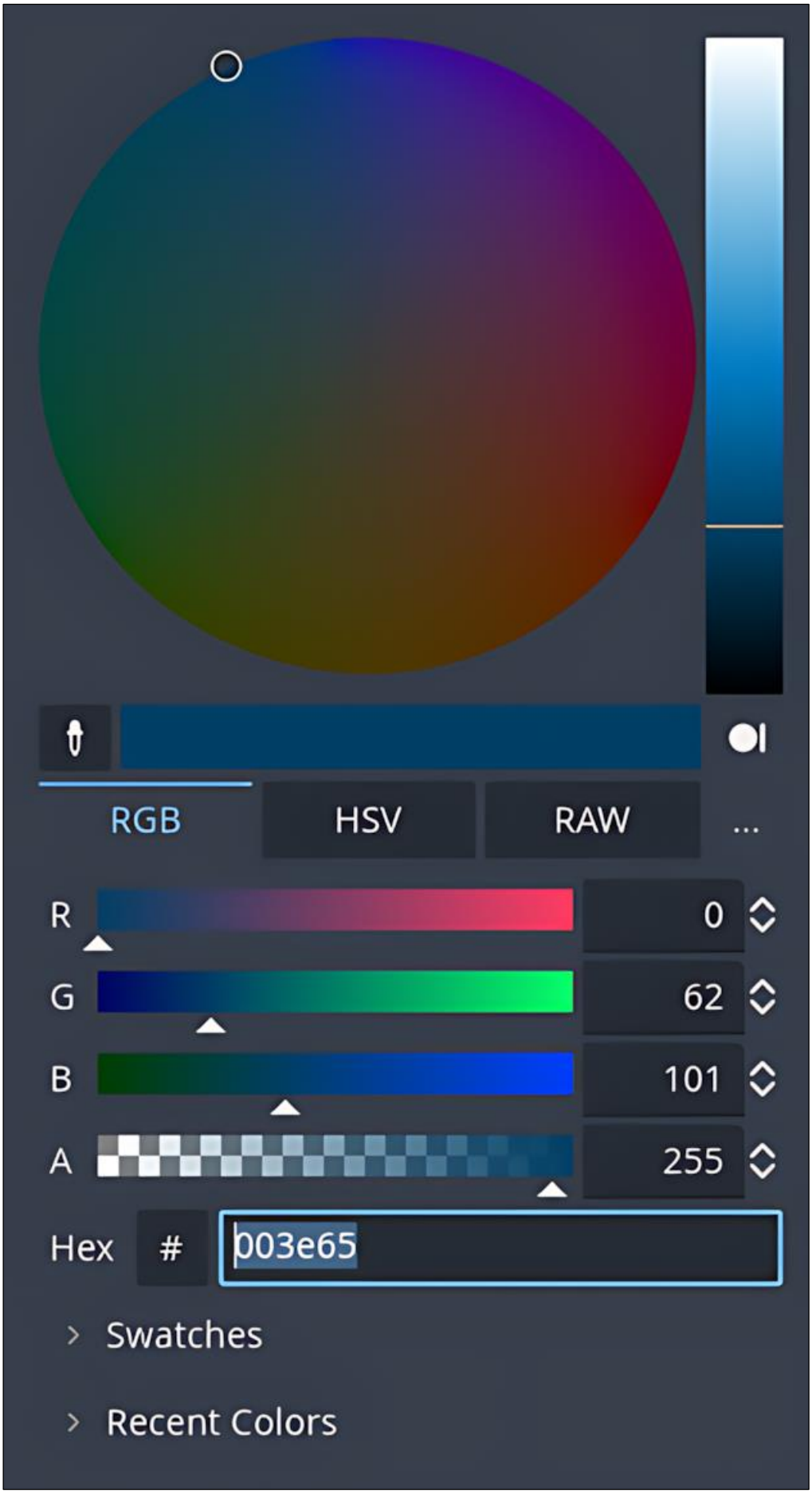

Font Sizes
Font Size
75 px

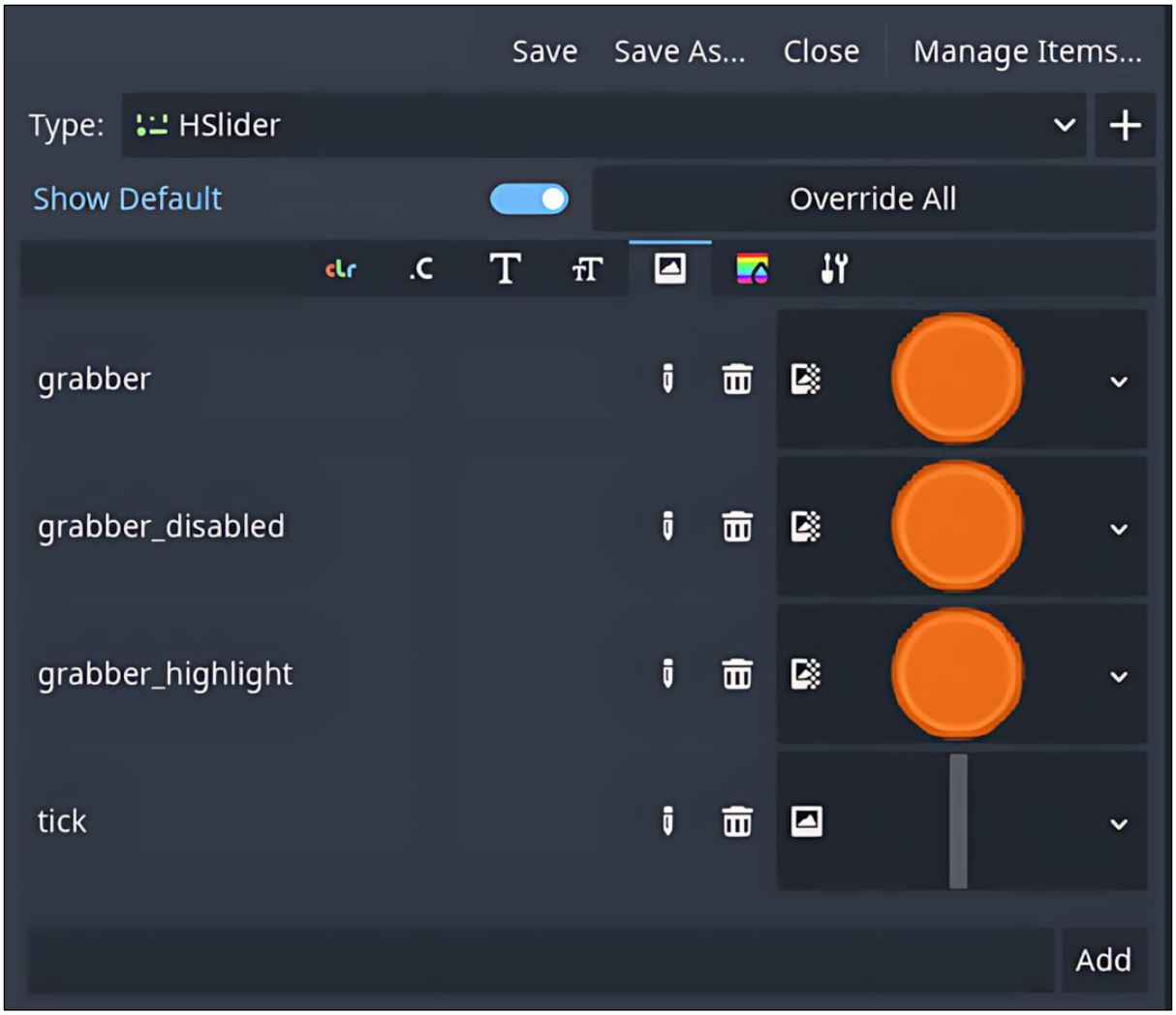

ColorRect
Title
MusicSlider
MusicLabel

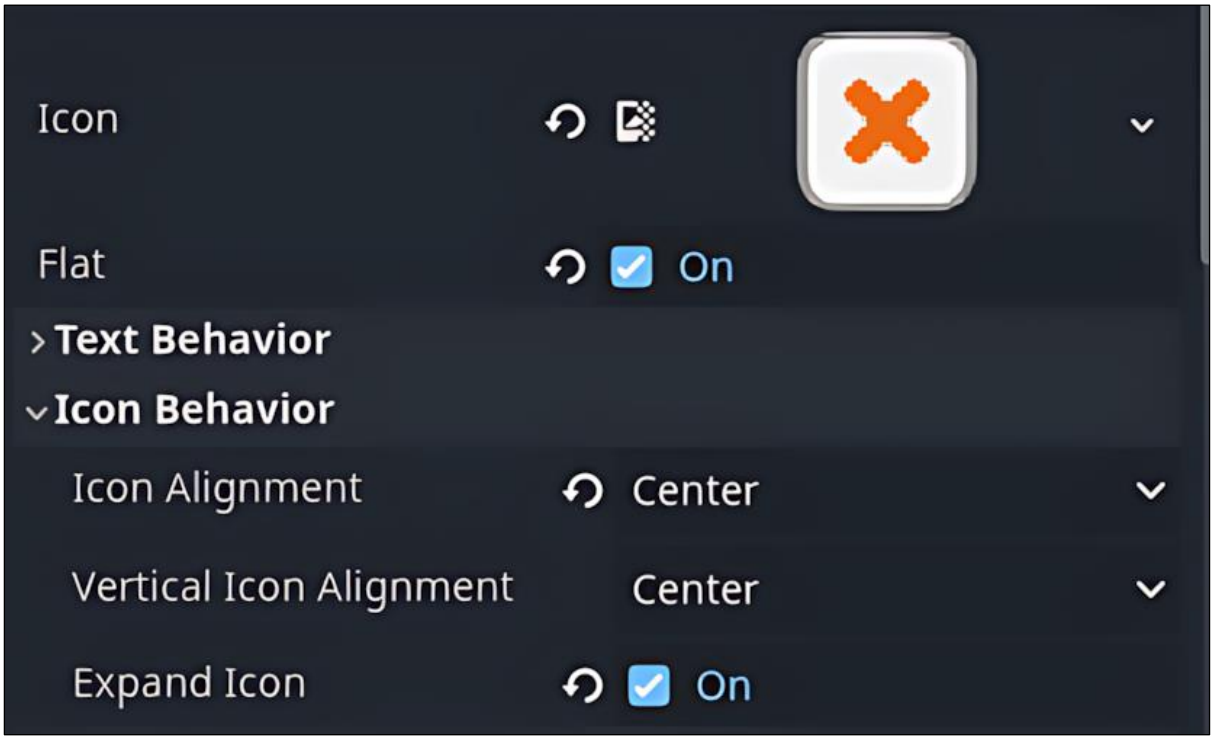

Settings
Music
SFX

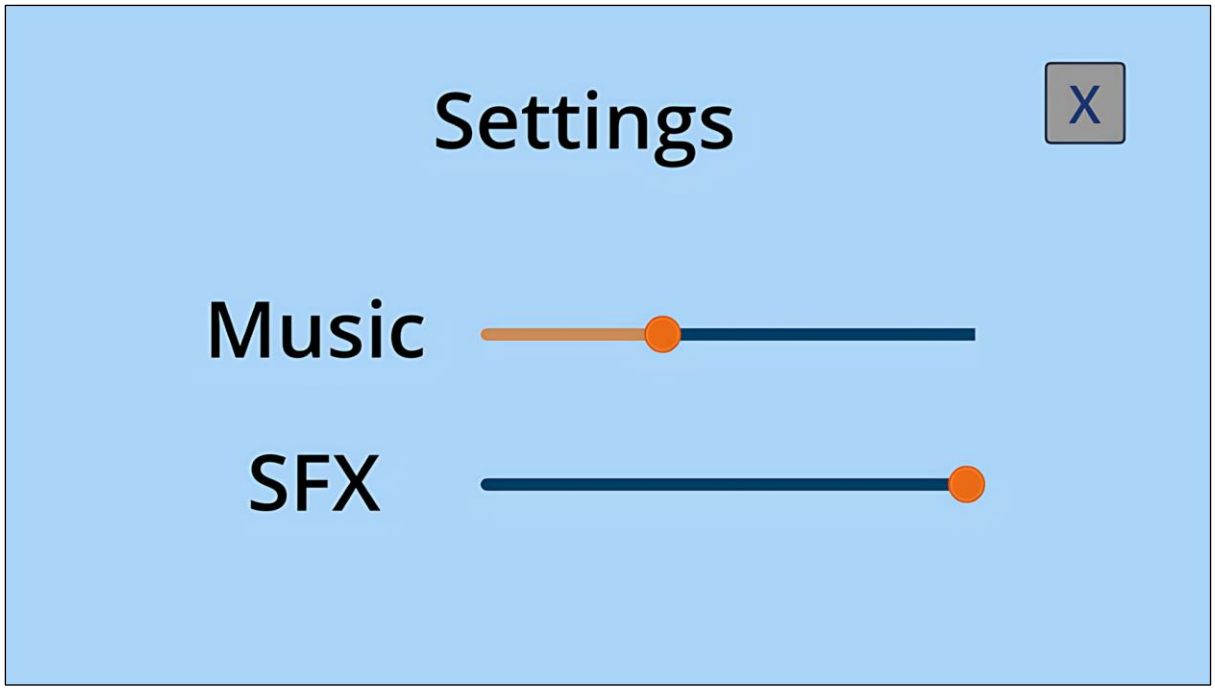

Type:
Button
Show Default
Override All


Type:
HSlider
Show Default
Override All
grabber_area
StyleBoxFlat
Save
Save As...
Close
Manage Items...
Type:
HSlider
Show Default
Override All
grabber_area
StyleBoxFlat
grabber_area_highlight
StyleBoxFlat
slider
StyleBoxLine
Add

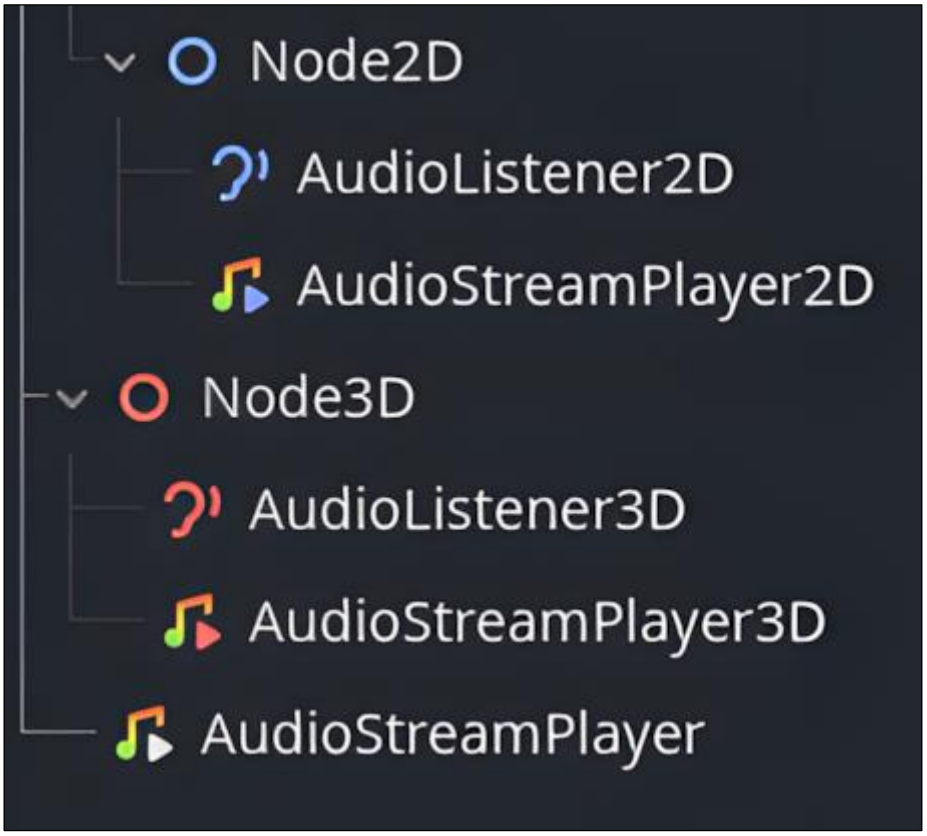

RGB
HSV
RAW
...
R
0
G
62
B
101
A
255
Hex
#
003e65
Swatches
Recent Colors


Save
Save As...
Close
Manage Items...
Type:
HSlider
Show Default
Override All
grabber
grabber_disabled
grabber_highlight
tick
Add

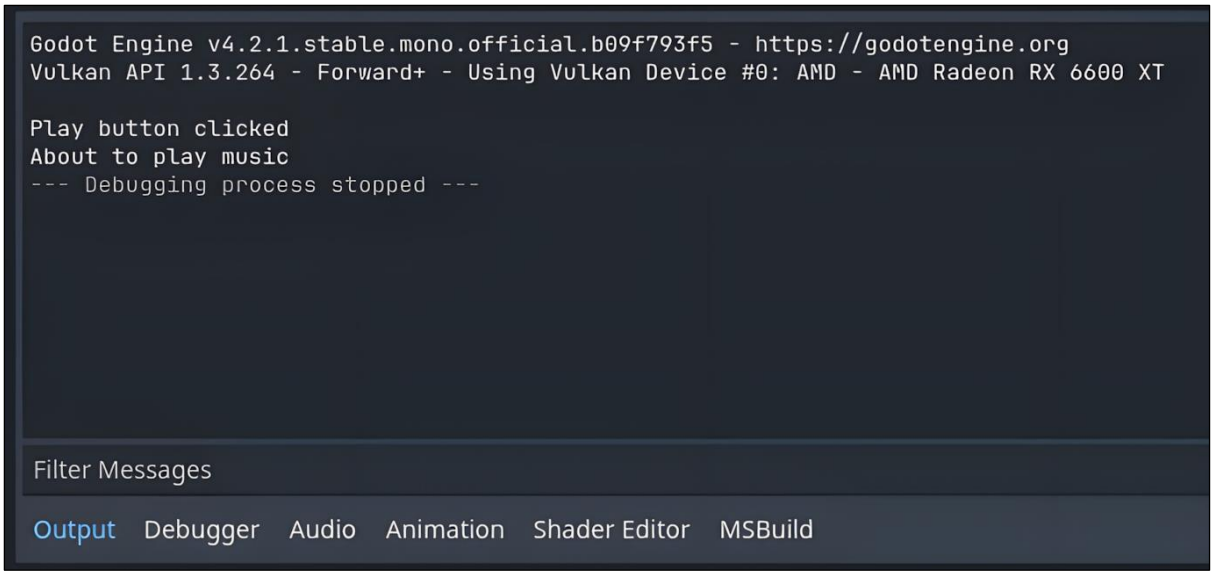

Icon
Flat
On
Text Behavior
Icon Behavior
Icon Alignment
Center
Vertical Icon Alignment
Center
Expand Icon
On

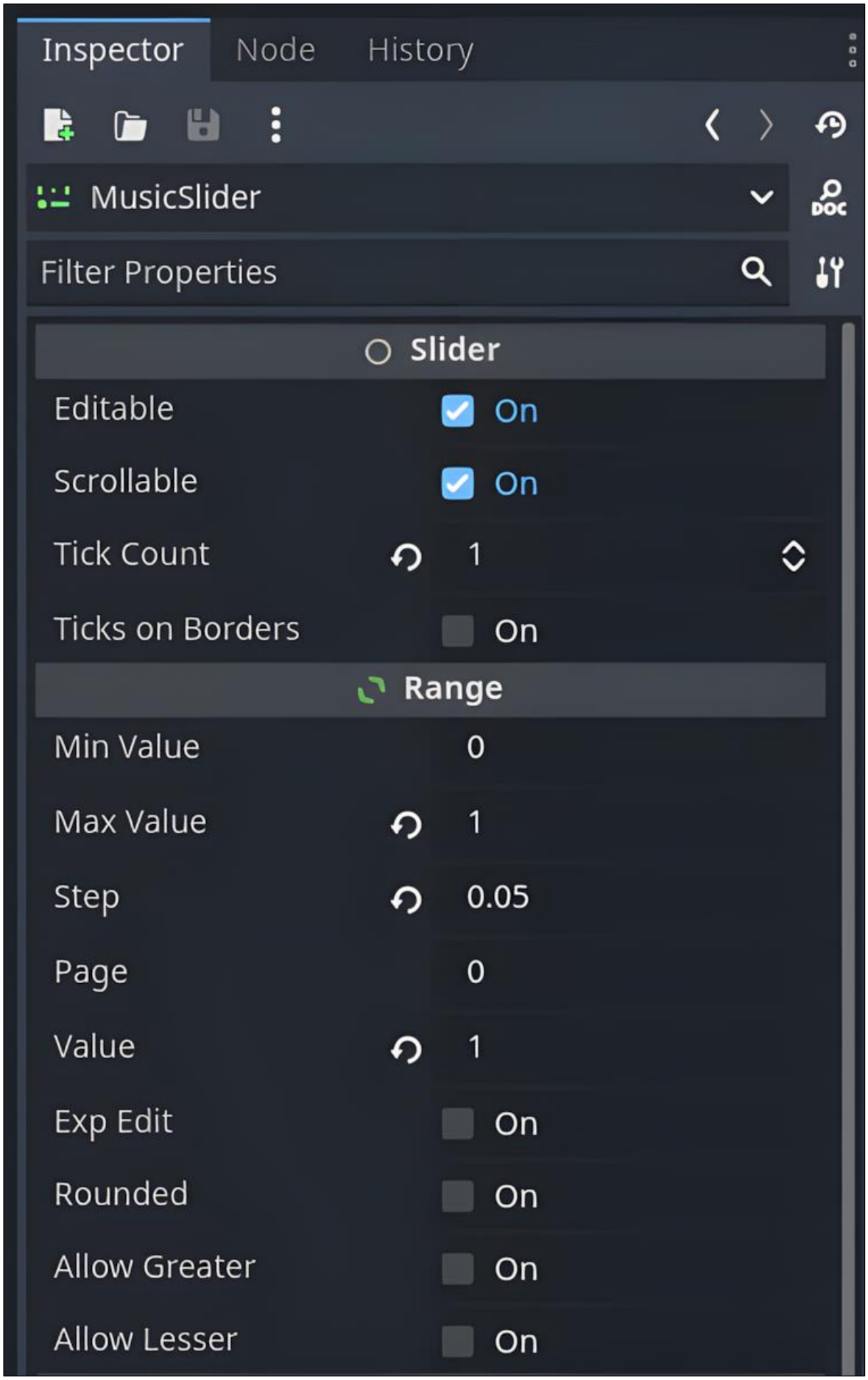

Settings
X
Music
SFX

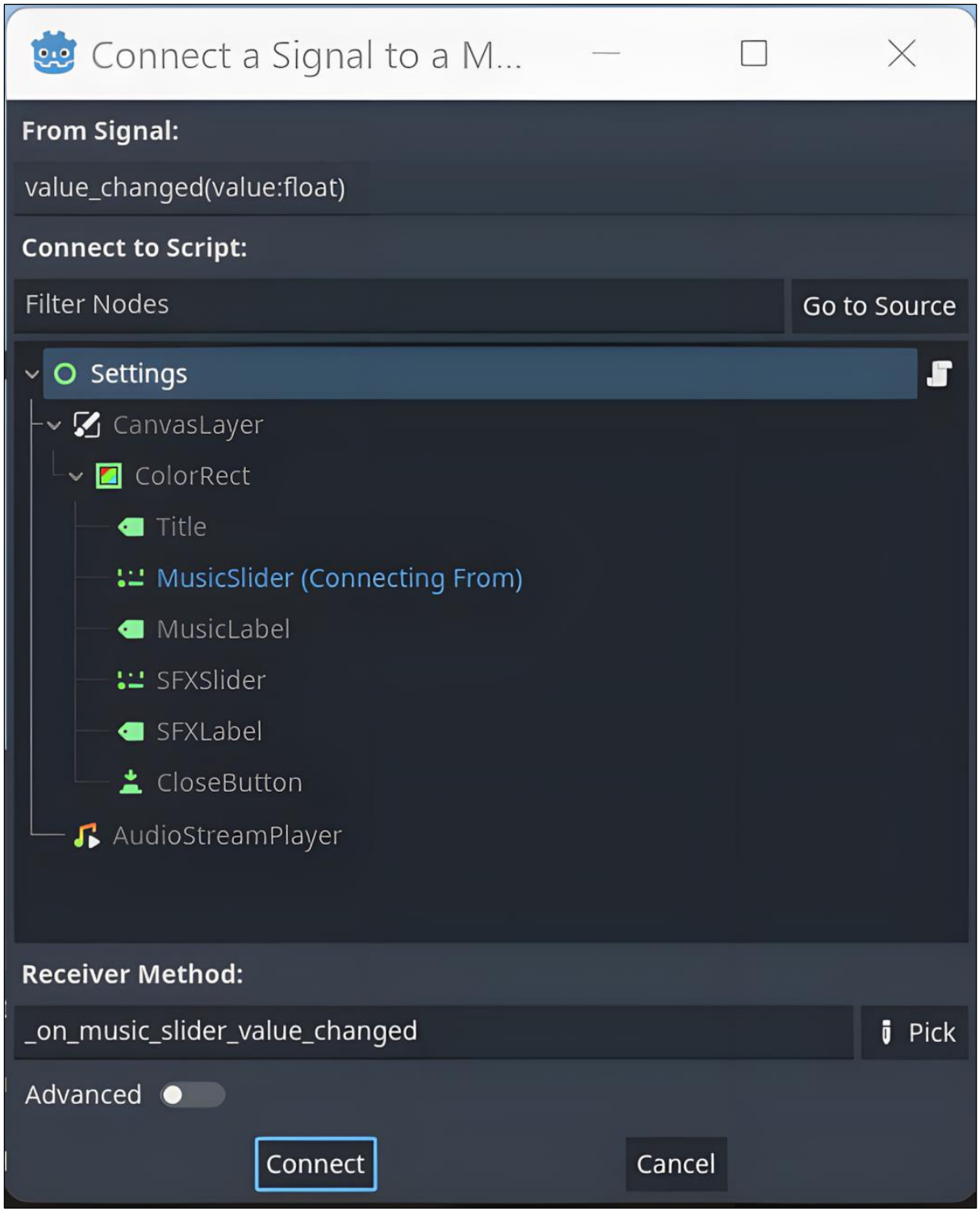
Chapter 7: Adding Sound Effects and Music

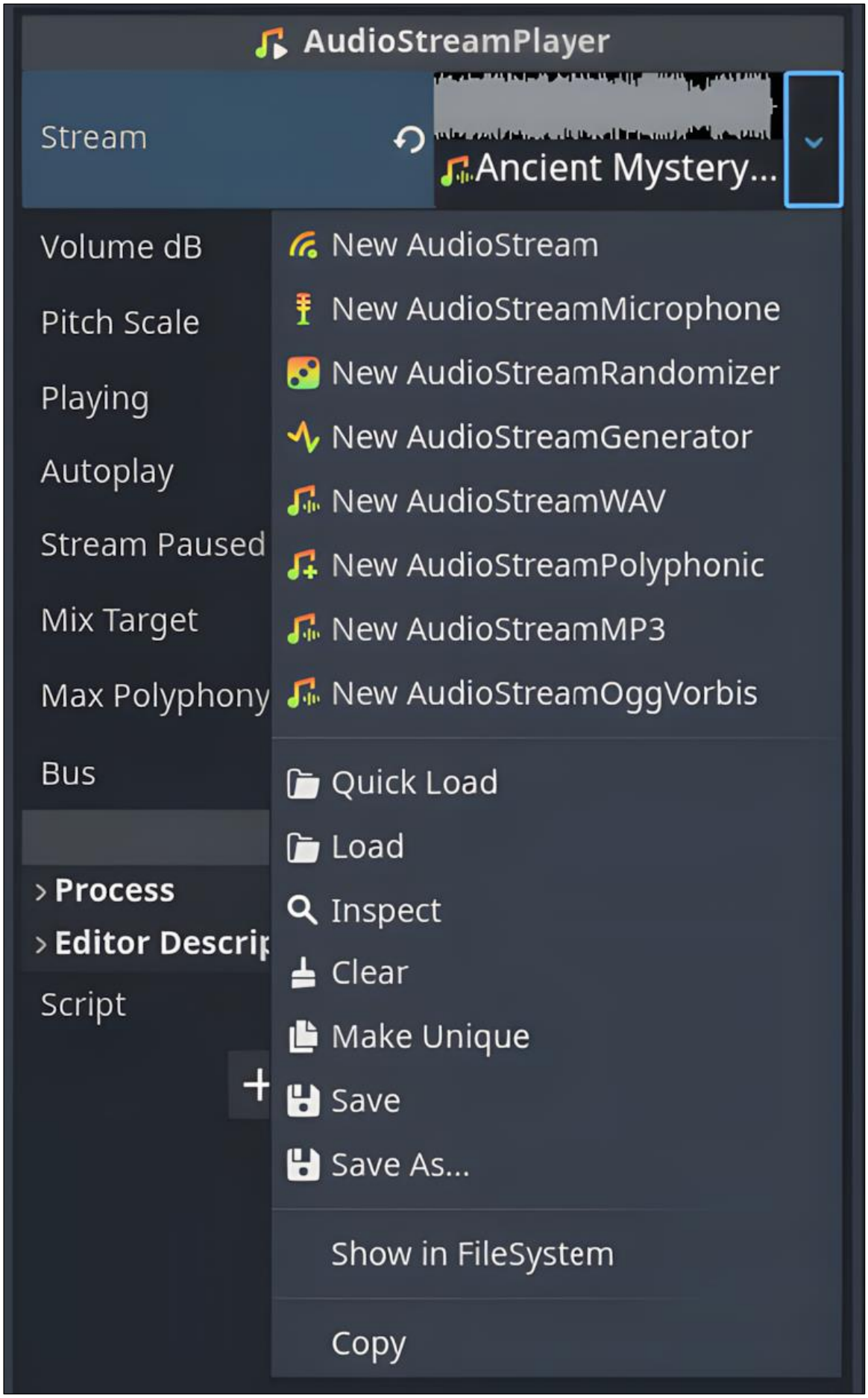



Inspector
Node
History
WorldMusic
DOC
Filter Properties
AudioStreamPlayer
Stream
Midnight Tale....
Volume dB
-15 dB
Pitch Scale
1
Playing
On
Autoplay
On
Stream Paused
On
Mix Target
Stereo
Max Polyphony
1
Bus
Music


Godot Engine v4.2.1.stable.mono.official.b09f793f5 - https://godotengine.org
Vulkan API 1.3.264 - Forward+ - Using Vulkan Device #0: AMD - AMD Radeon RX 6600 XT
Play button clicked
About to play music
--- Debugging process stopped ---
Filter Messages
Output
Debugger
Audio
Animation
Shader Editor
MSBuild

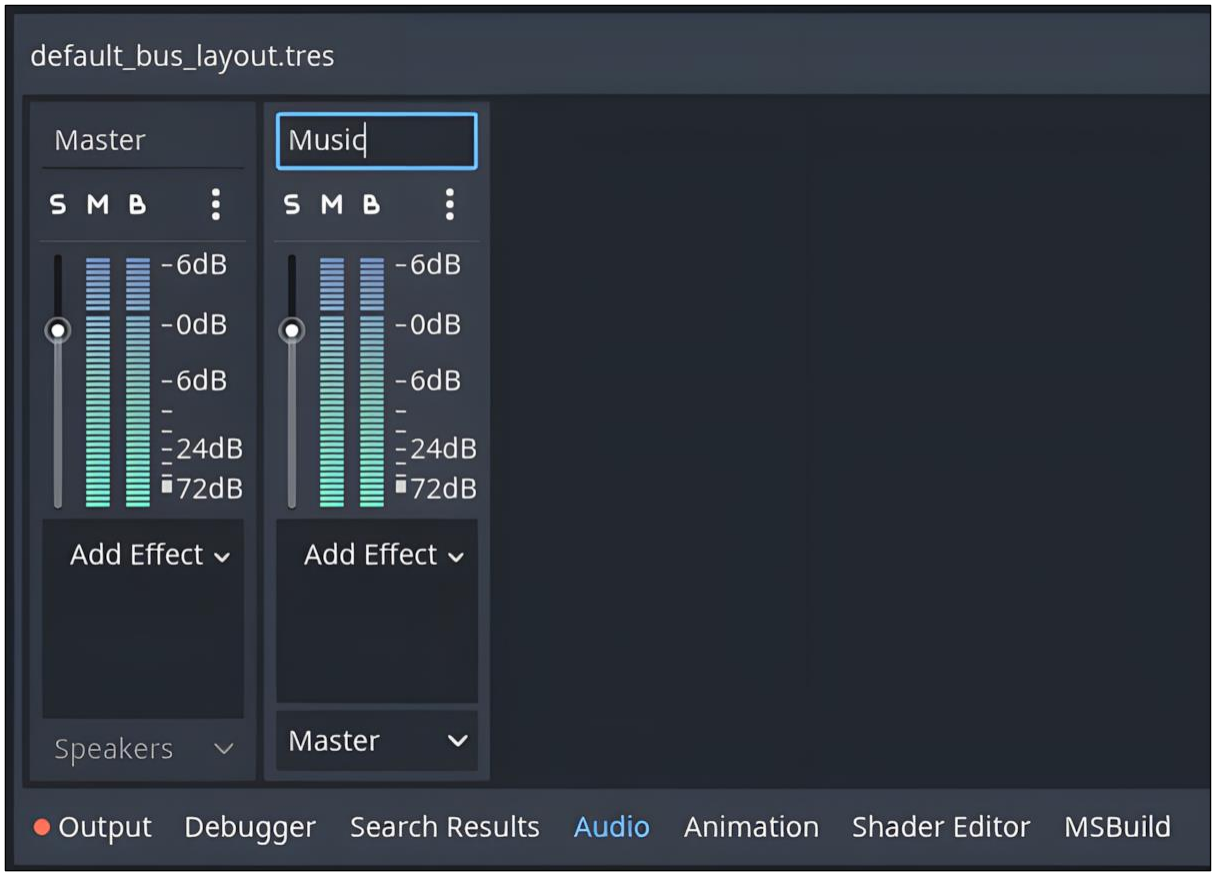

Inspector
Node
History
MusicSlider
Filter Properties
Slider
Editable
On
Scrollable
On
Tick Count
1
Ticks on Borders
On
Range
Min Value
0
Max Value
1
Step
0.05
Page
0
Value
1
Exp Edit
On
Rounded
On
Allow Greater
On
Allow Lesser
On

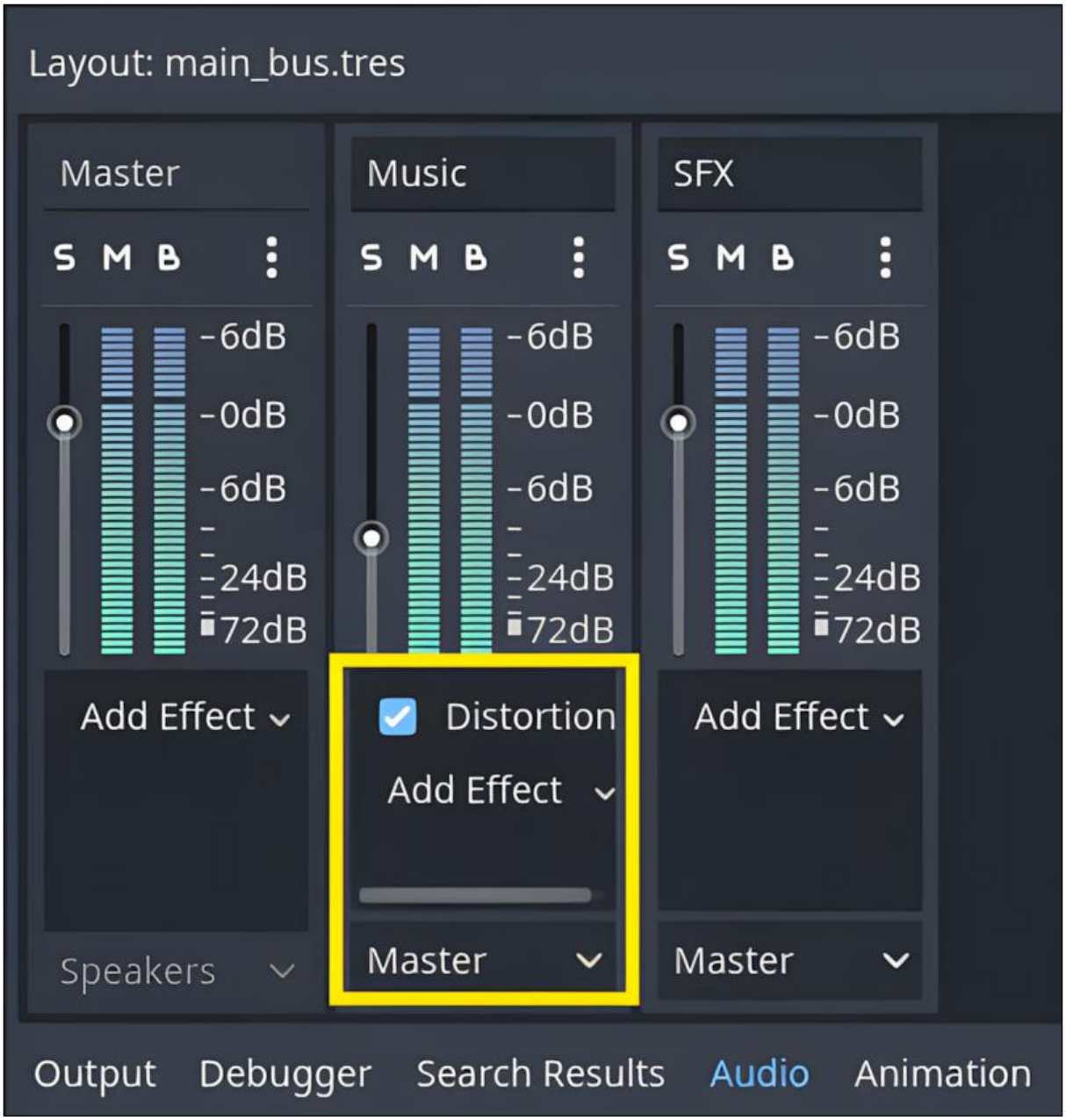

Connect a Signal to a M...
From Signal:
value_changed(value:float)
Connect to Script:
Filter Nodes
Go to Source
Settings
CanvasLayer
ColorRect
Title
MusicSlider (Connecting From)
MusicLabel
SFXSlider
SFXLabel
CloseButton
AudioStreamPlayer
Receiver Method:
_on_music_slider_value_changed
Pick
Advanced
Connect
Cancel


AudioStreamPlayer
Stream
Ancient Mystery...
Volume dB
Pitch Scale
Playing
Autoplay
Stream Paused
Mix Target
Max Polyphony
Bus
Process
Editor Descrip
Script
New AudioStream
New AudioStreamMicrophone
New AudioStreamRandomizer
New AudioStreamGenerator
New AudioStreamWAV
New AudioStreamPolyphonic
New AudioStreamMP3
New AudioStreamOggVorbis
Quick Load
Load
Inspect
Clear
Make Unique
Save
Save As...
Show in FileSystem
Copy

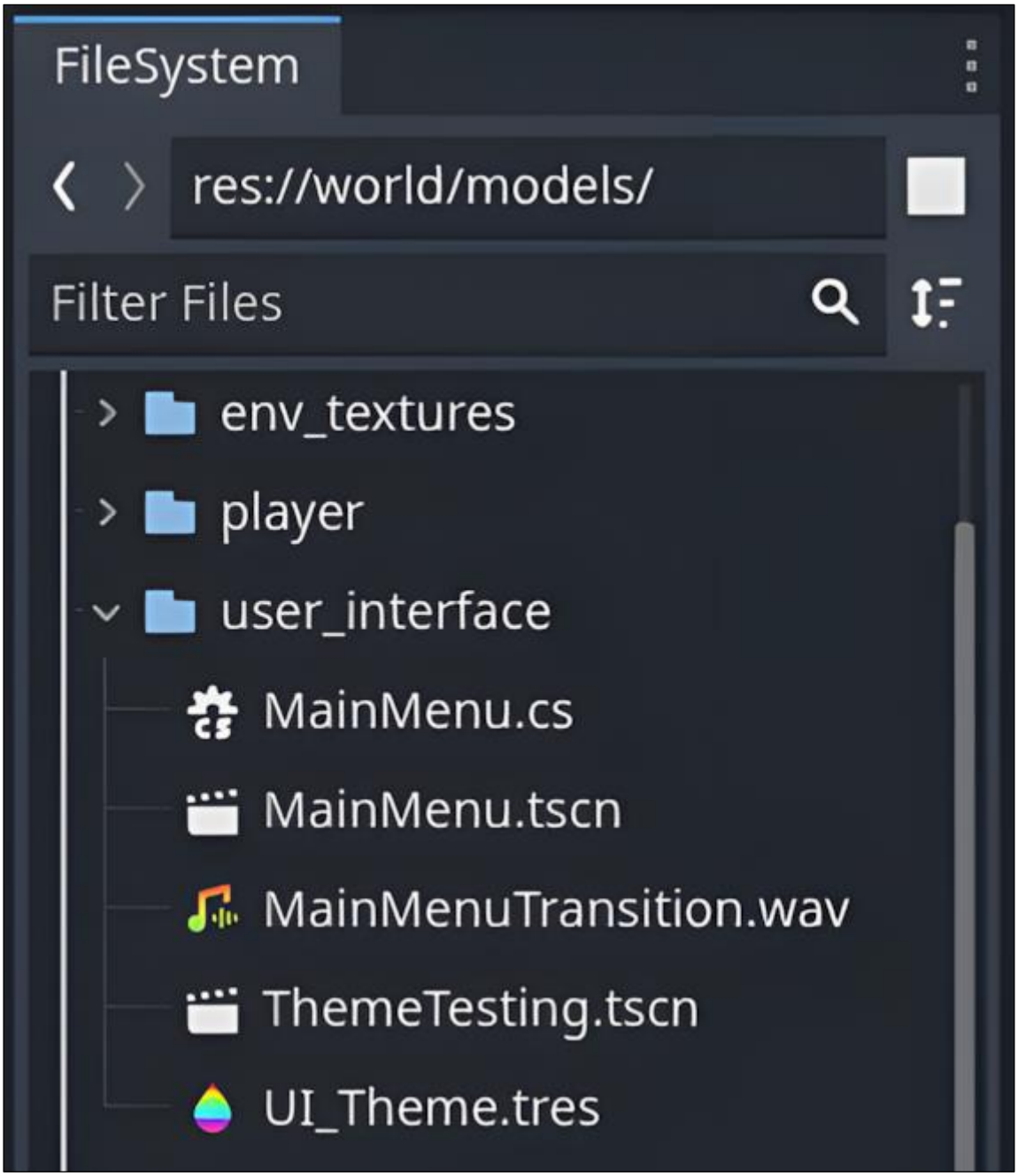

Layout: default_bus_layout.tres
Add Bus
Load
Save As
Load Default
Create
Master
S M B
-6dB
-0dB
-6dB
-24dB
-72dB
Add Effect
Speakers
Output
Debugger
Search Results
Audio
Animation
Shader Editor
MSBuild
4.2.1.stable.mono


Master
S M B
-6dB
-0dB
-6dB
-24dB
-72dB
Add Effect
Speakers

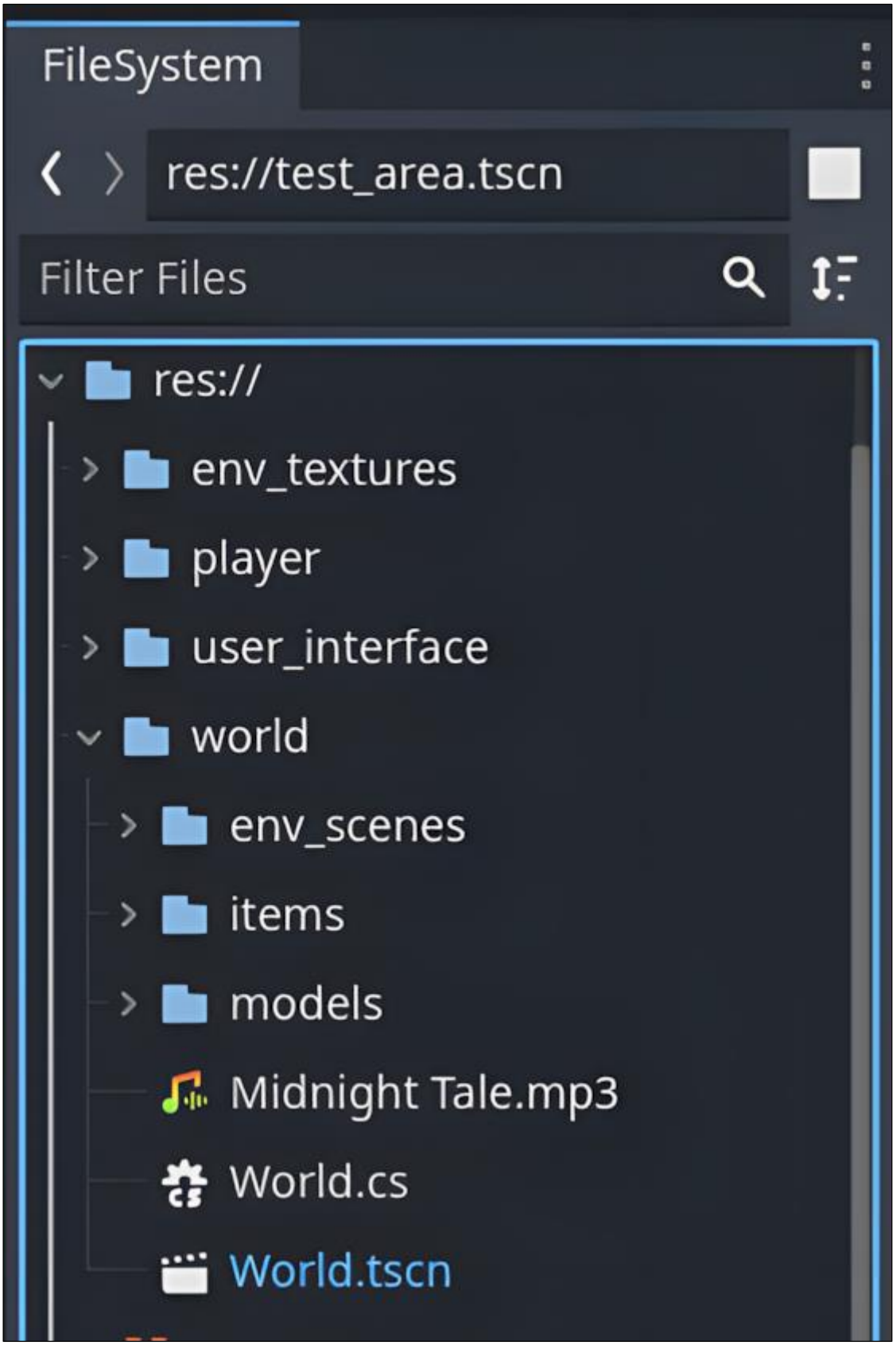

default_bus_layout.tres
Master
S M B
-6dB
-0dB
-6dB
-24dB
-72dB
Add Effect
Speakers
Music
S M B
-6dB
-0dB
-6dB
-24dB
-72dB
Add Effect
Master
Output
Debugger
Search Results
Audio
Animation
Shader Editor
MSBuild


Layout: main_bus.tres
Master
S M B
-6dB
-0dB
-6dB
-24dB
-72dB
Add Effect
Speakers
Music
S M B
-6dB
-0dB
-6dB
-24dB
-72dB
Distortion
Add Effect
Master
SFX
S M B
-6dB
-0dB
-6dB
-24dB
-72dB
Add Effect
Master
Output
Debugger
Search Results
Audio
Animation

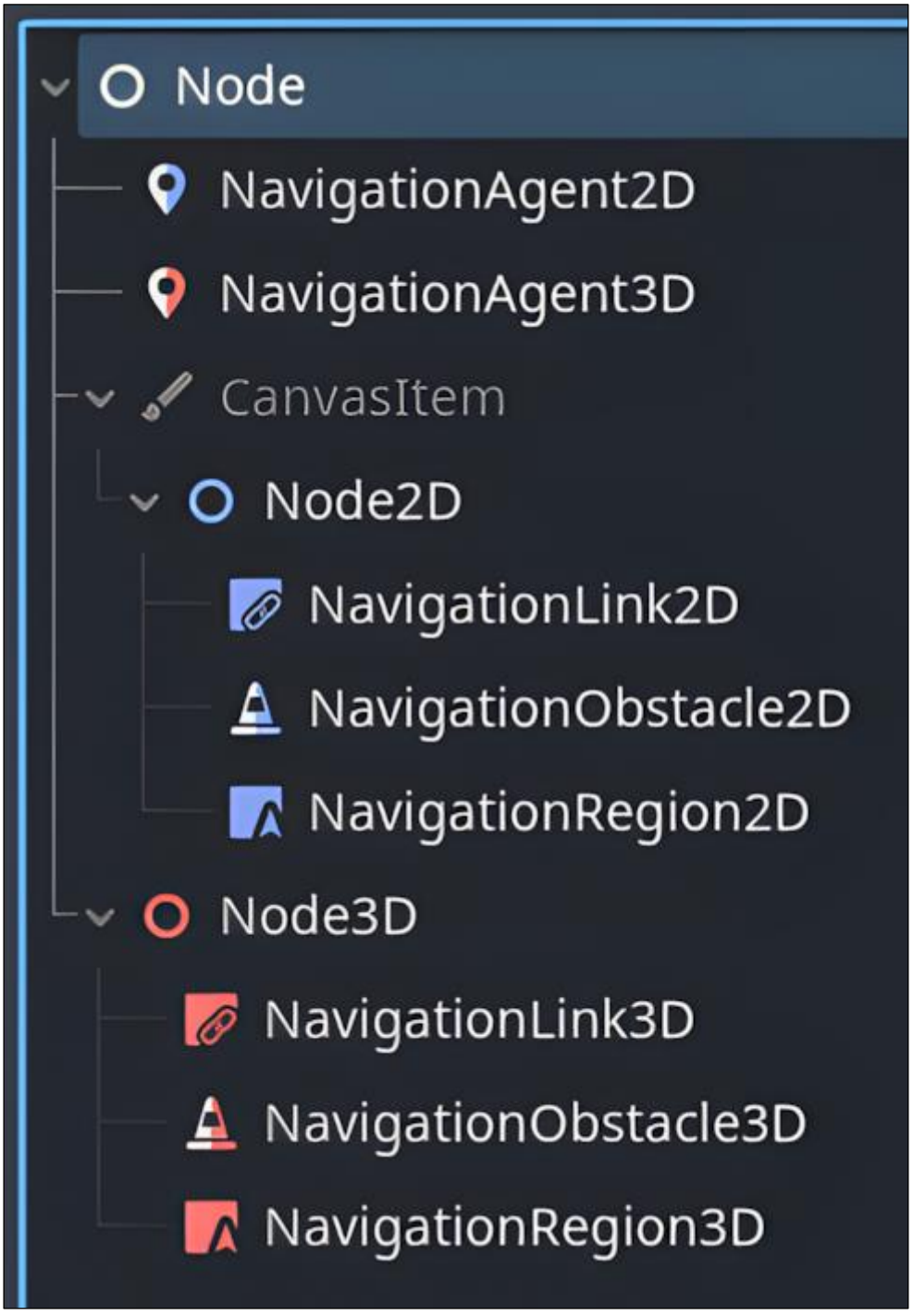

AudioEffectDistortion
Mode
LoFi
Pre Gain
0 dB
Keep Hf Hz
16000 Hz
Drive
0
Post Gain
0 dB

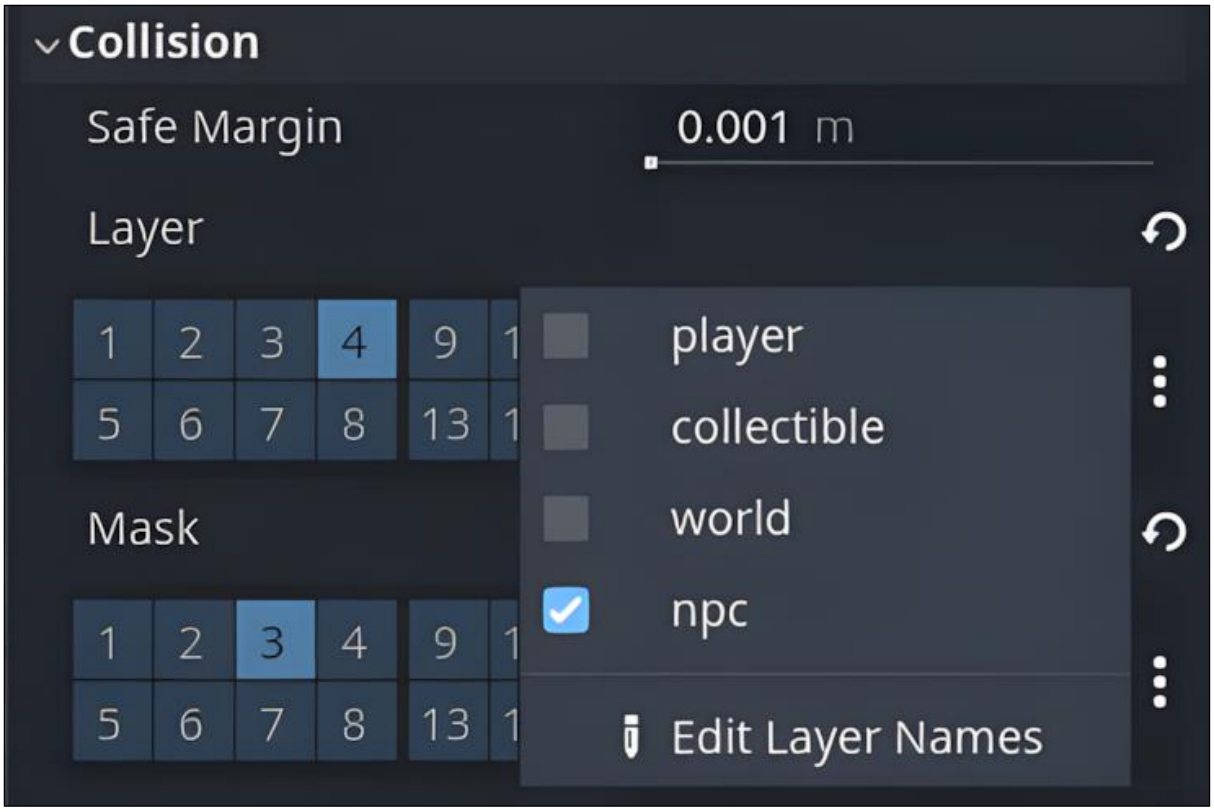

FileSystem
res://world/models/
Filter Files
env_textures
player
user_interface
MainMenu.cs
MainMenu.tscn
MainMenuTransition.wav
ThemeTesting.tscn
UI_Theme.tres

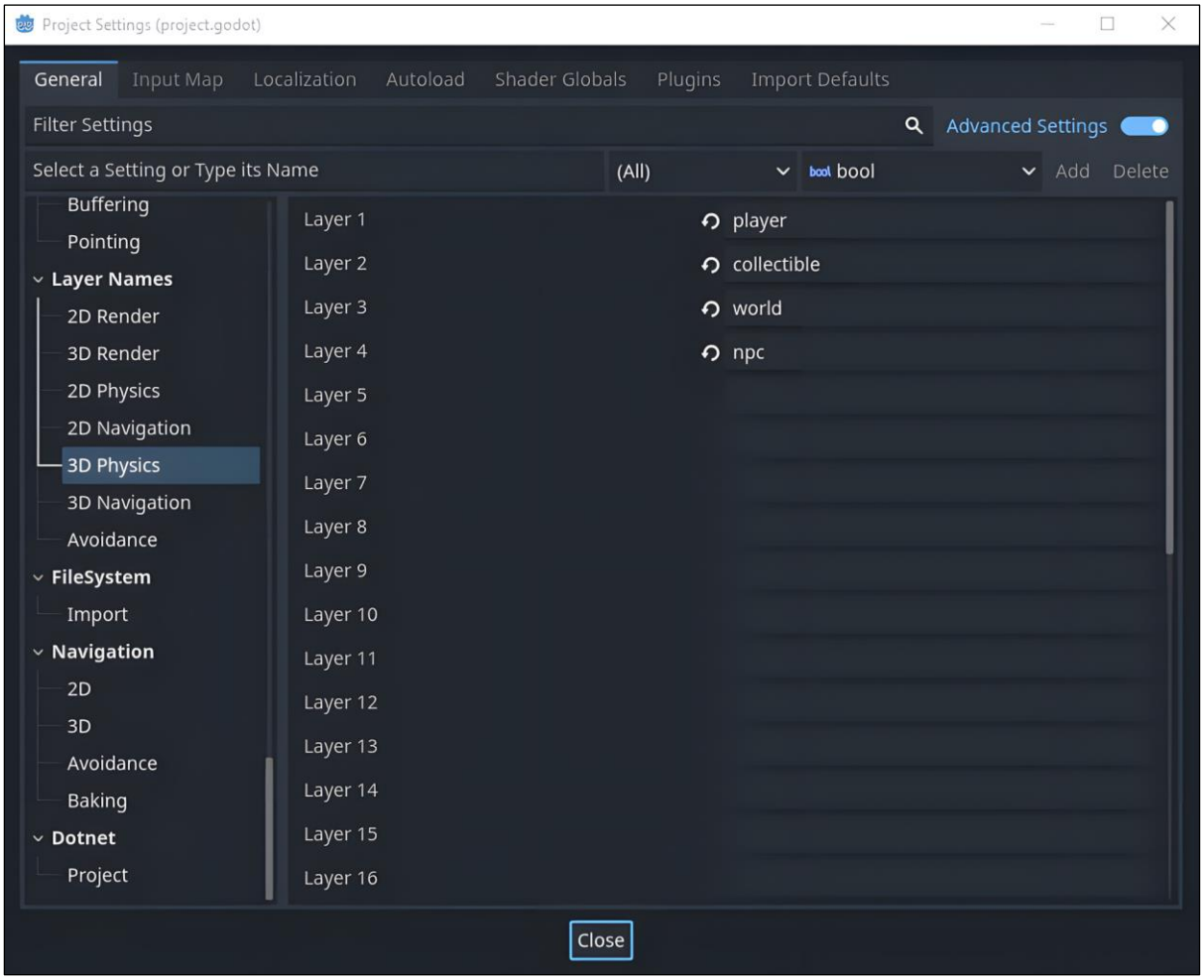

Inspector
Node
History
MainMenuTransition
Filter Properties
AudioStreamPlayer
Stream
MainMenuTran...
Volume dB
0 dB
Pitch Scale
1
Playing
On
Autoplay
On
Stream Paused
On
Mix Target
Stereo
Max Polyphony
1
Bus
SFX
Node


FileSystem
res://test_area.tscn
Filter Files
res://
env_textures
player
user_interface
world
env_scenes
items
models
Midnight Tale.mp3
World.cs
World.tscn

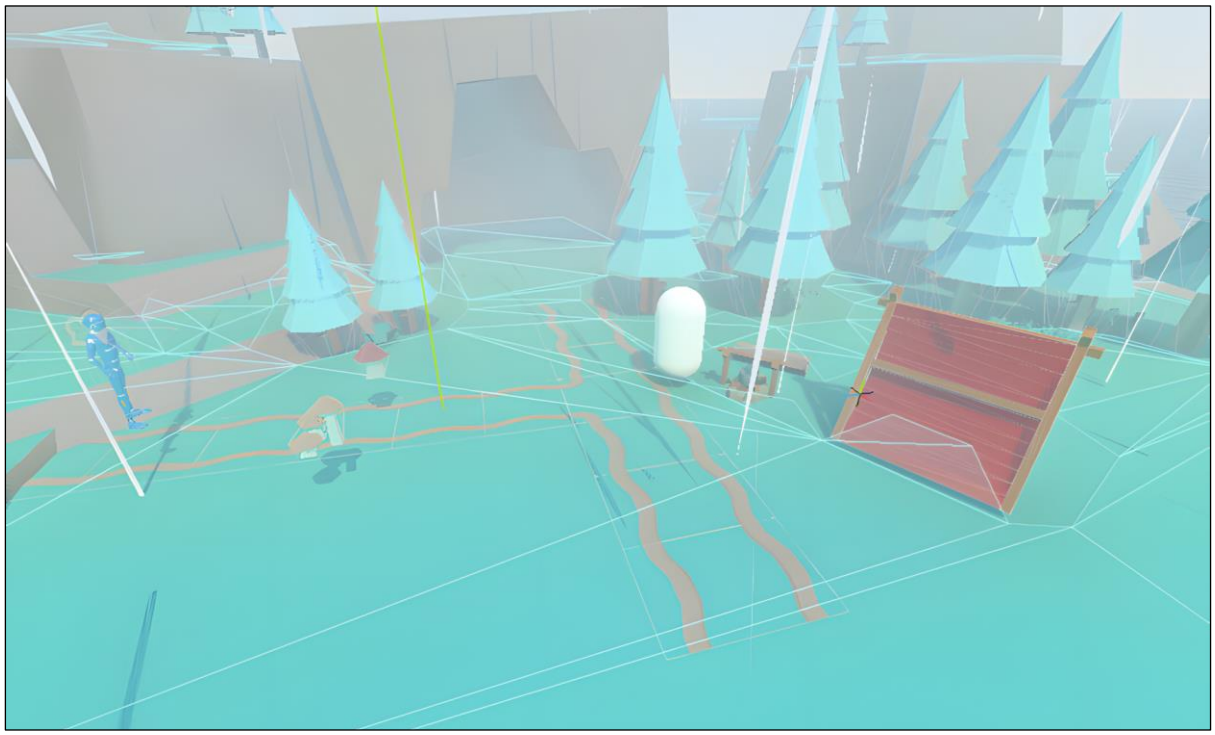
Chapter 8: Adding Navigation and Pathfinding

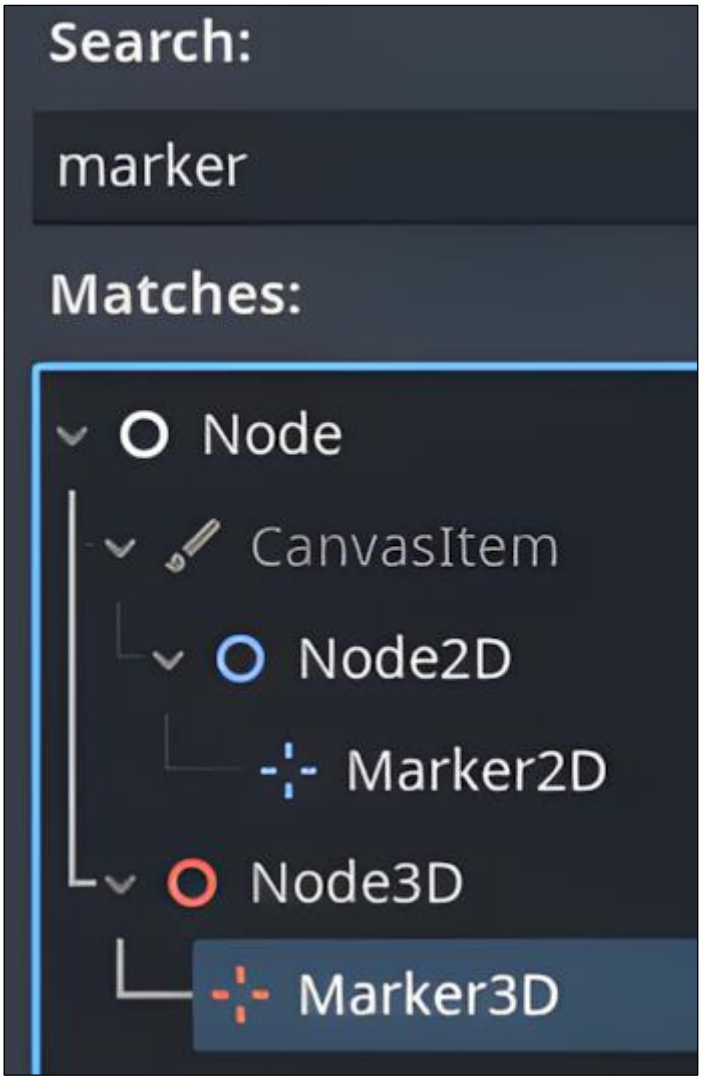


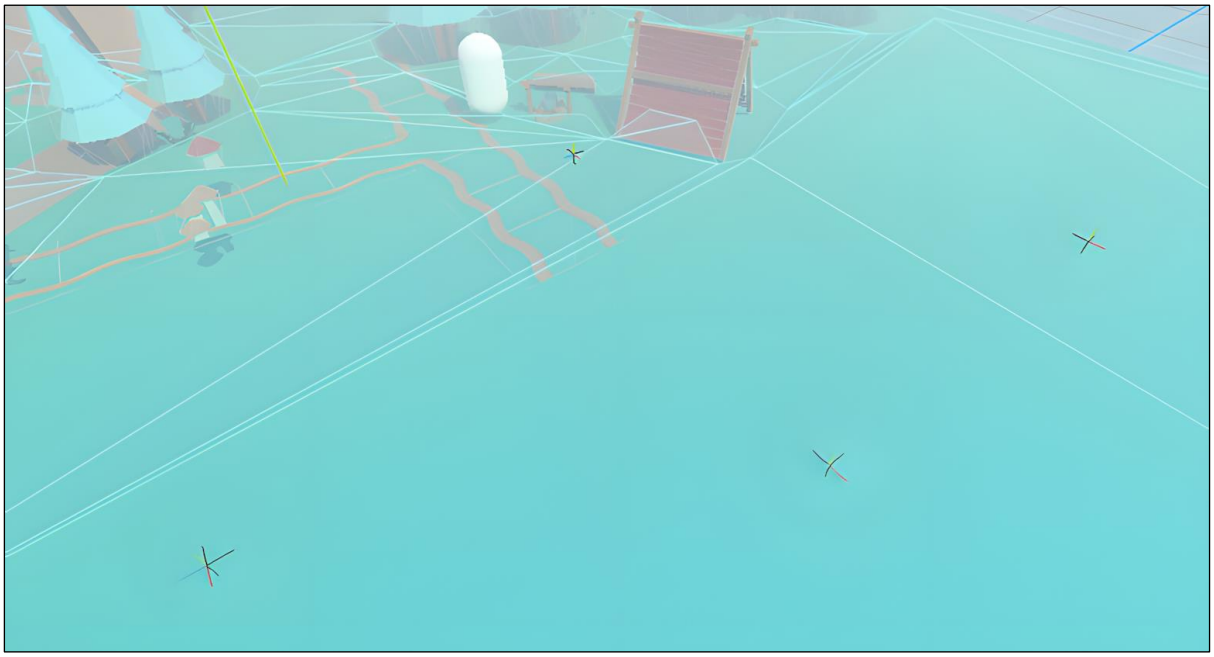

Collision
Safe Margin
0.001 m
Layer
1 2 3 4 9
5 6 7 8 13
player
collectible
world
npc
Mask
1 2 3 4 9
5 6 7 8 13
Edit Layer Names

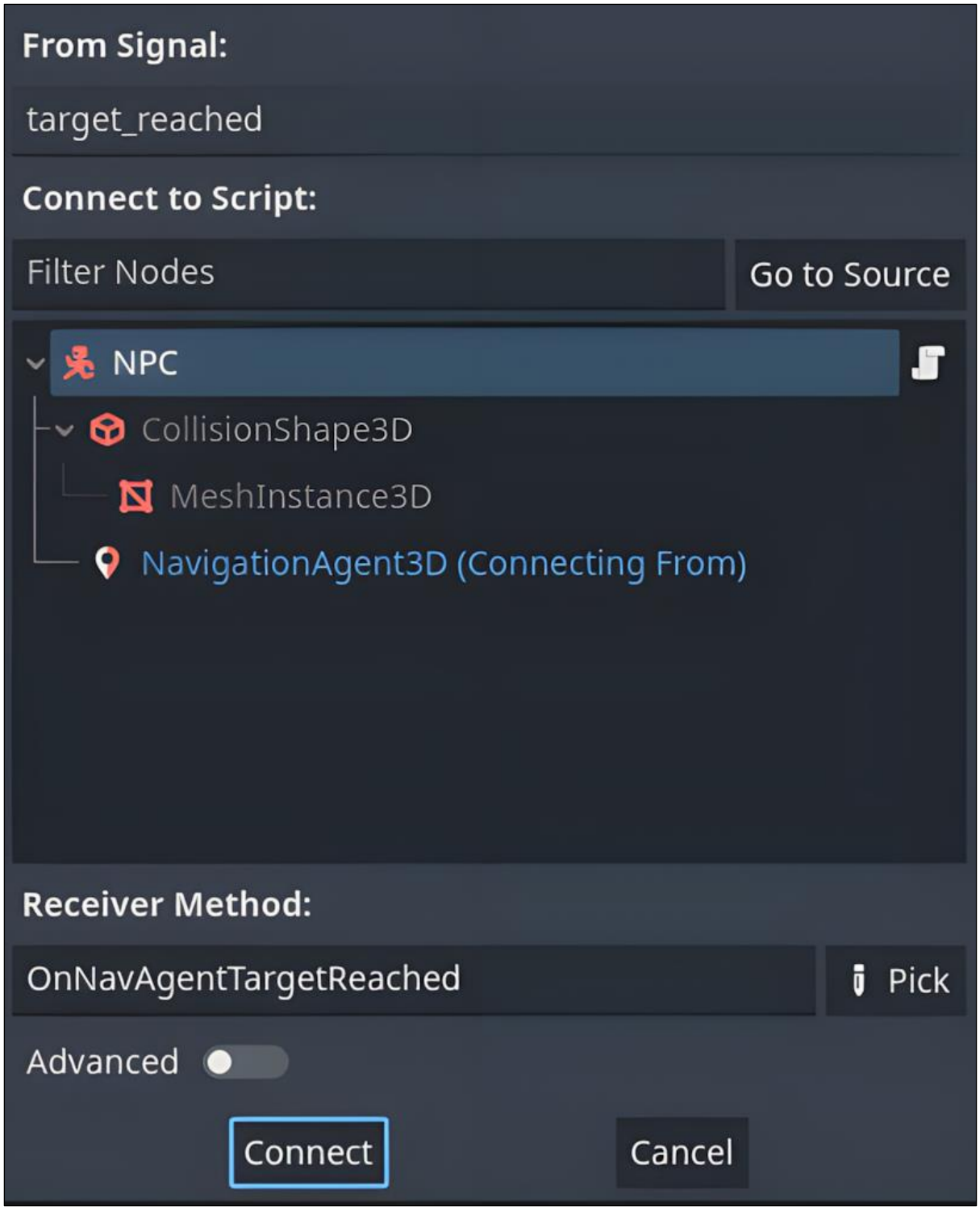

Project Settings (project.godot)
General
Input Map
Localization
Autoload
Shader Globals
Plugins
Import Defaults
Filter Settings
Advanced Settings
Select a Setting or Type its Name
(All)
bool
Add
Delete
Buffering
Pointing
Layer Names
2D Render
3D Render
2D Physics
2D Navigation
3D Physics
3D Navigation
Avoidance
FileSystem
Import
Navigation
2D
3D
Avoidance
Baking
Dotnet
Project
Layer 1
Layer 2
Layer 3
Layer 4
Layer 5
Layer 6
Layer 7
Layer 8
Layer 9
Layer 10
Layer 11
Layer 12
Layer 13
Layer 14
Layer 15
Layer 16
player
collectible
world
npc
Close

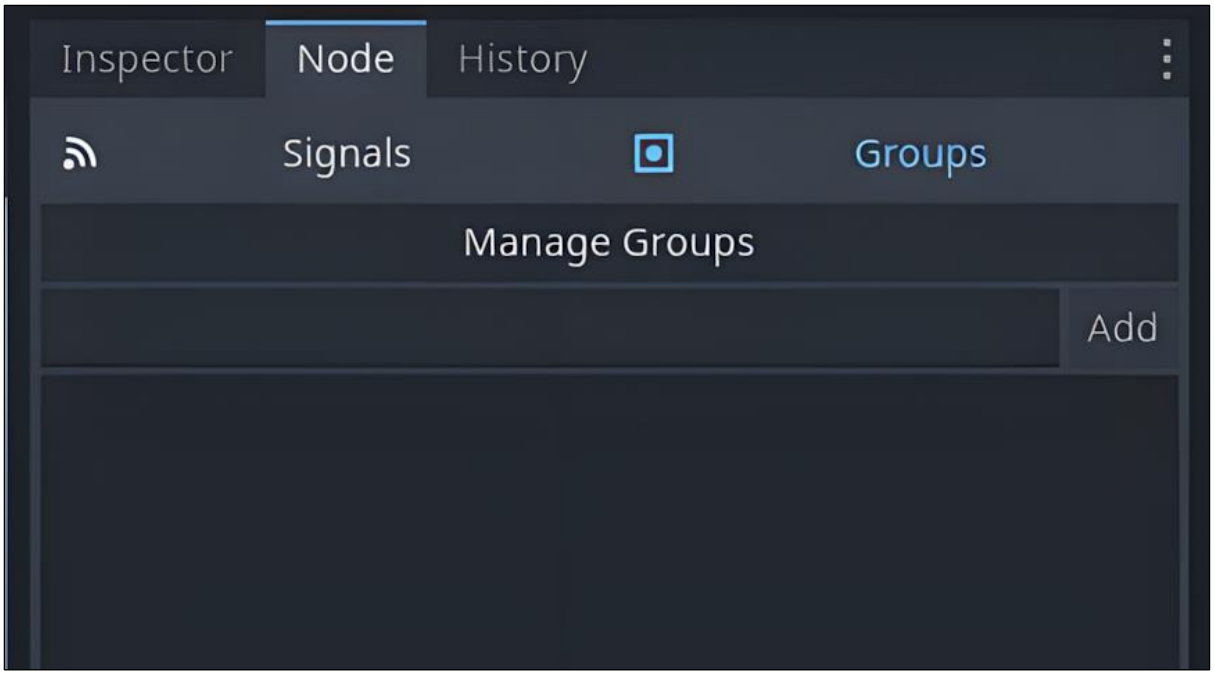

Layer
1 2 3 4 9 10 11 12 17 18 19 20
5 6 7 8 21 22 23 24
npc
Bit 3, value 8
Mask

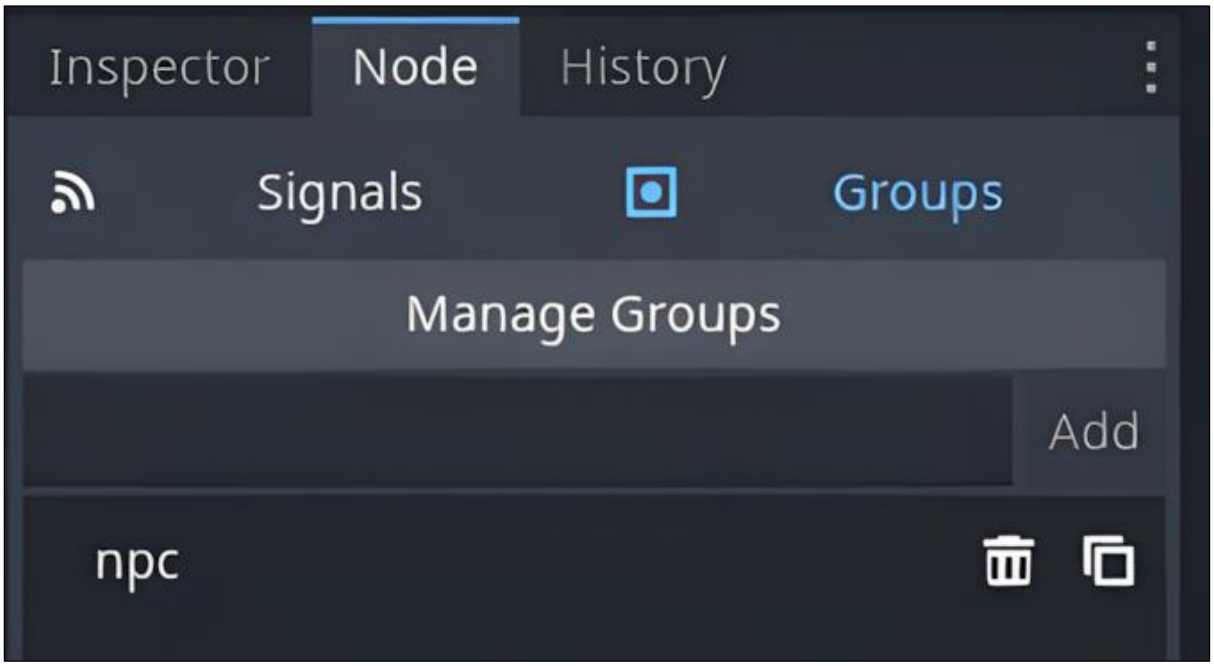


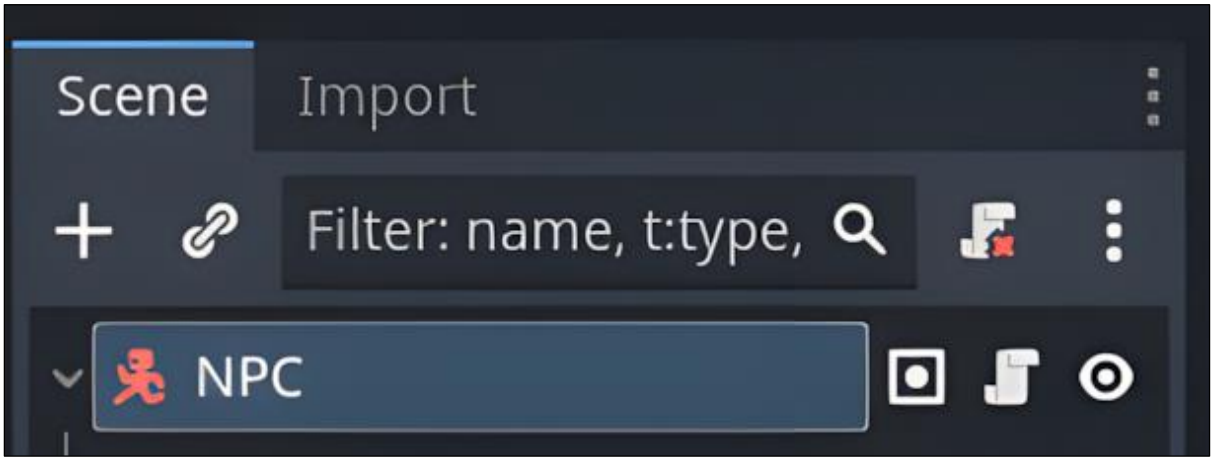

Search:
marker
Matches:
Node
CanvasItem
Node2D
Marker2D
Node3D
Marker3D

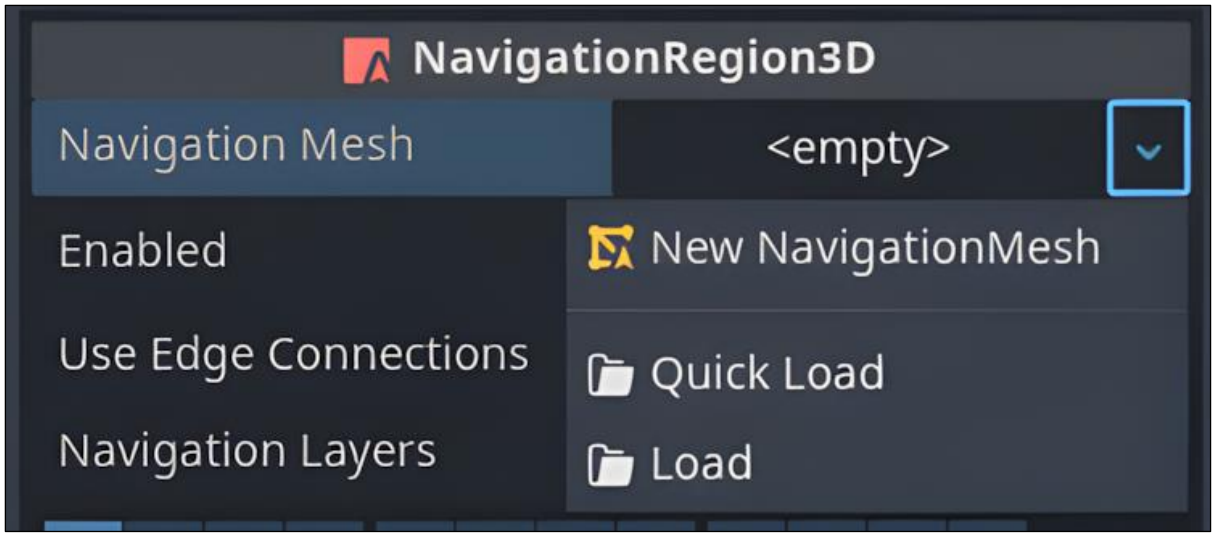


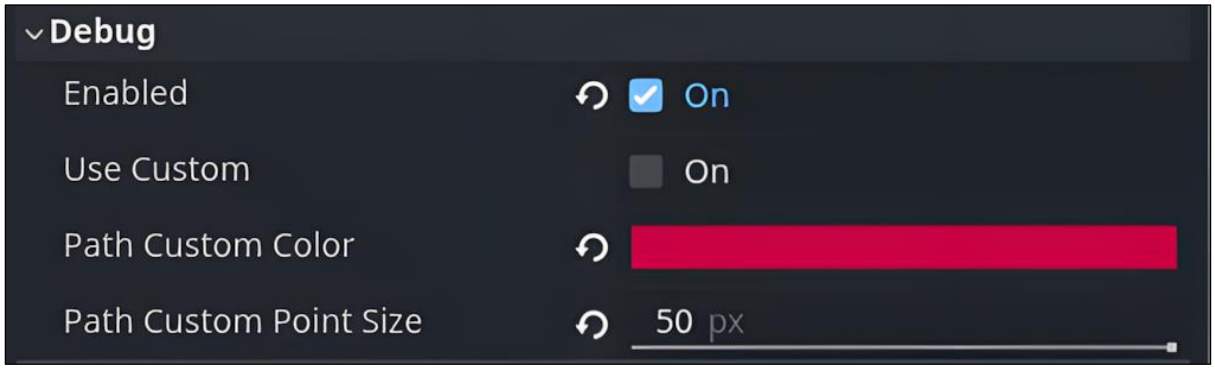

From Signal:
target_reached
Connect to Script:
Filter Nodes
Go to Source
NPC
CollisionShape3D
MeshInstance3D
NavigationAgent3D (Connecting From)
Receiver Method:
OnNavAgentTargetReached
Pick
Advanced
Connect
Cancel

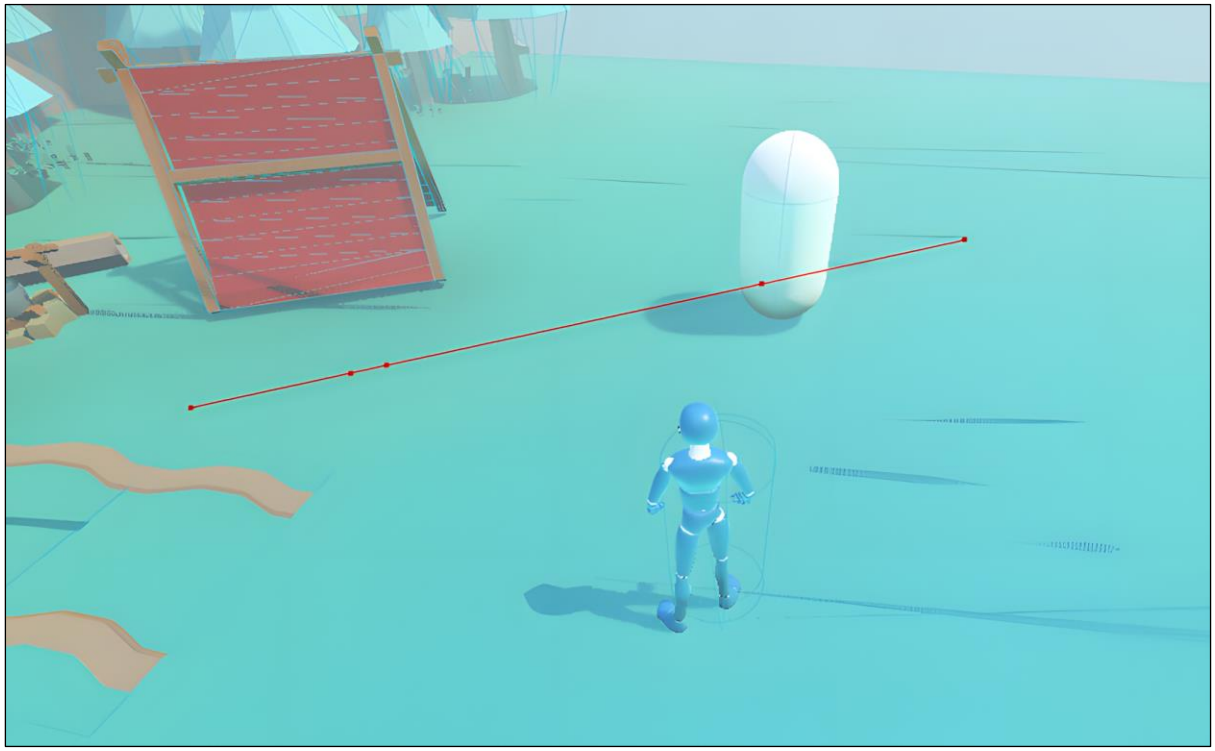

Inspector
Node
History
Signals
Groups
Manage Groups
Add


Inspector
Node
History
Signals
Groups
Manage Groups
Add
npc

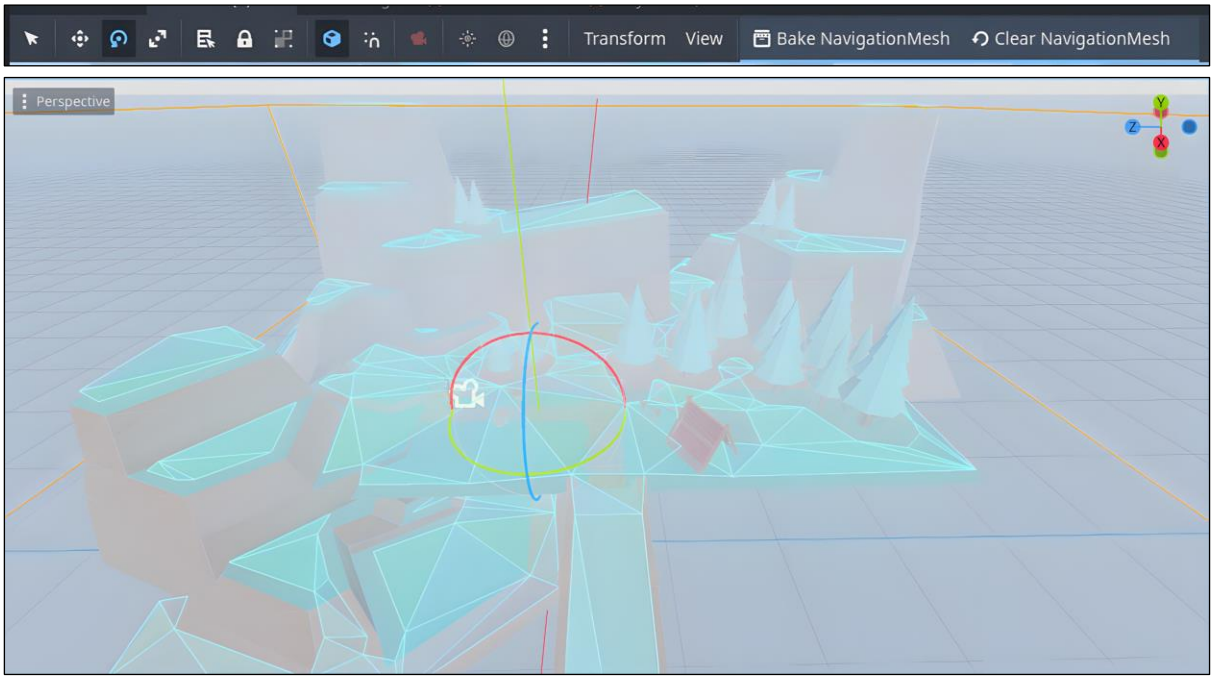

Scene
Import
Filter: name, t:type,
NPC

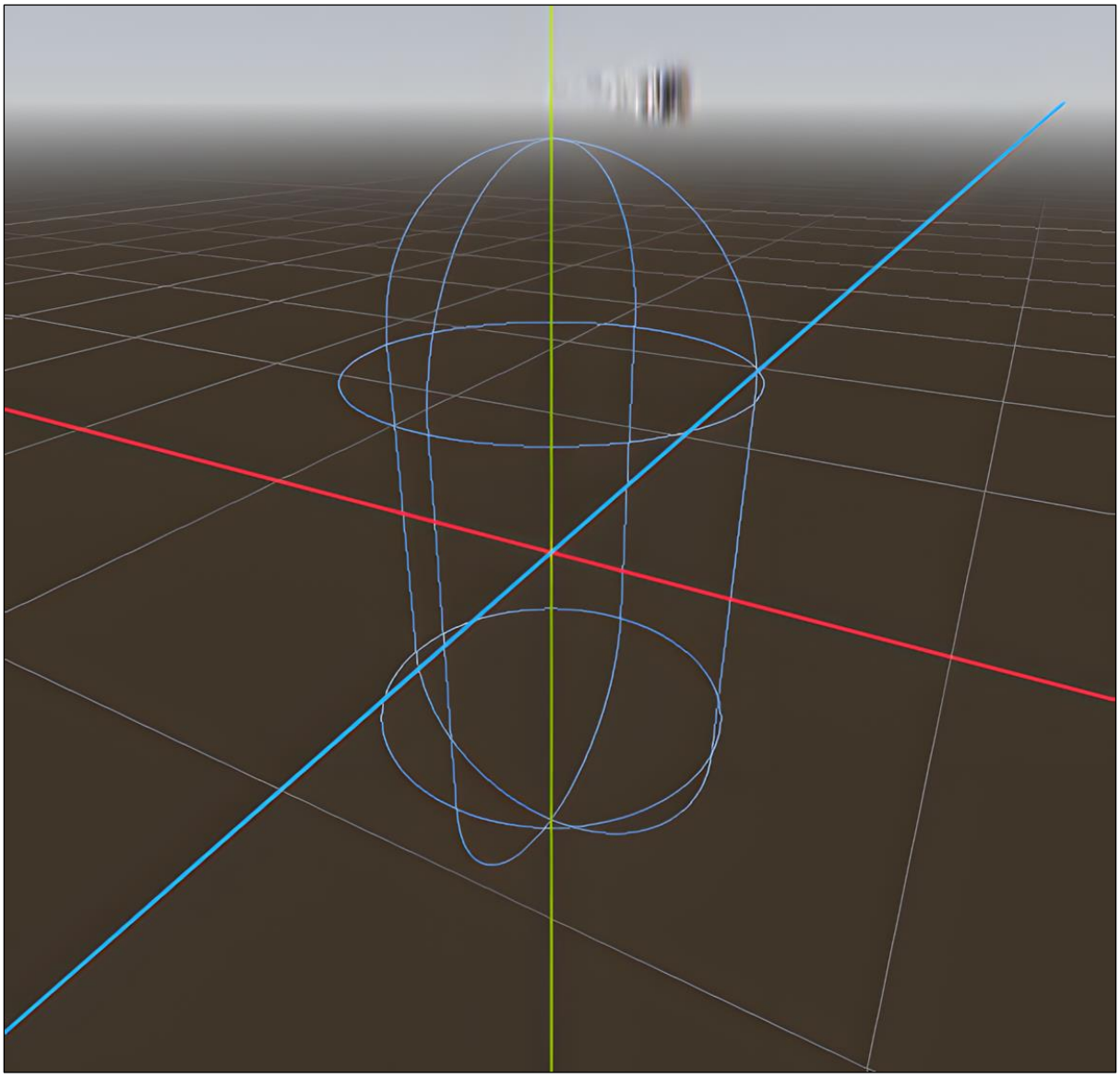

NavigationRegion3D
Navigation Mesh
<empty>
Enabled
New NavigationMesh
Use Edge Connections
Quick Load
Navigation Layers
Load


Debug
Enabled
On
Use Custom
On
Path Custom Color
Path Custom Point Size
50 px

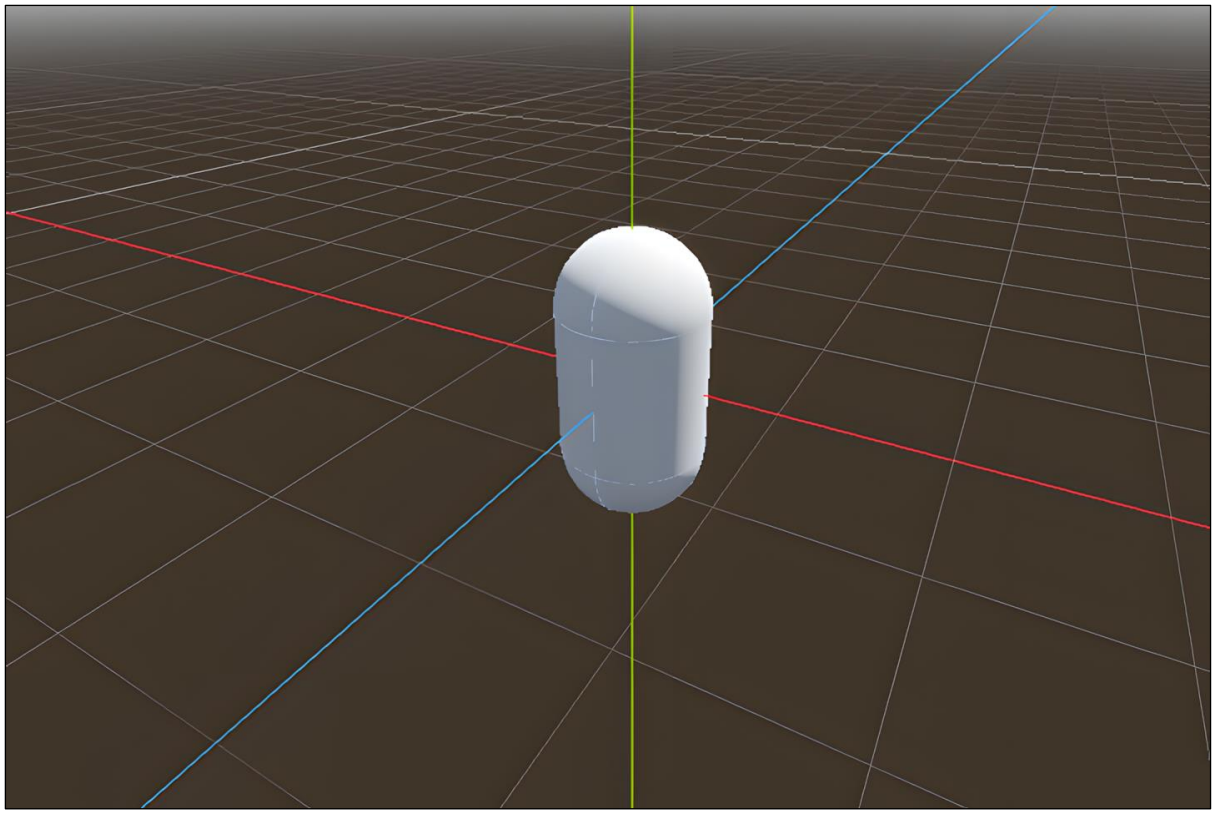


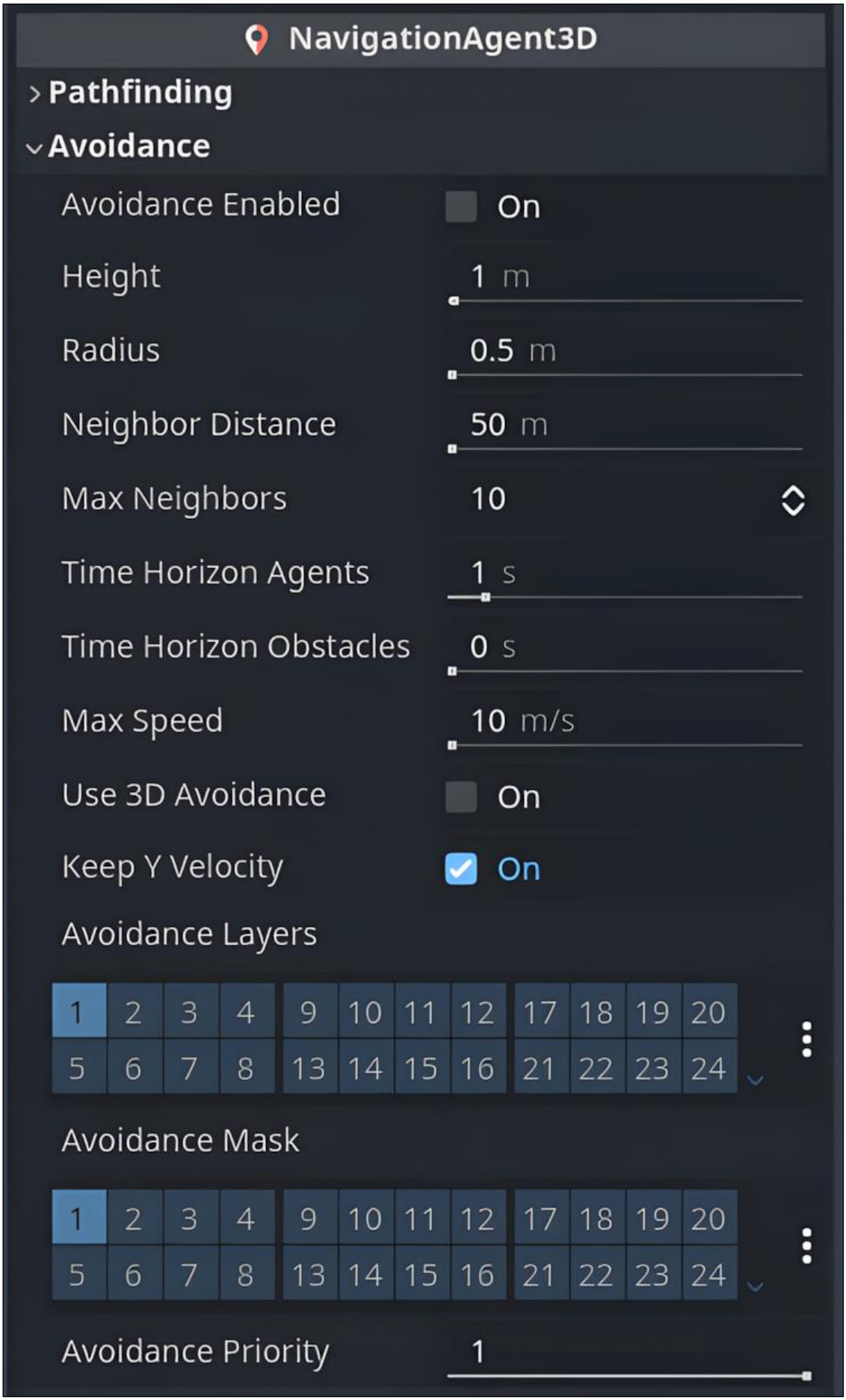

NavigationRegion3D
Environment
Ground
Trees
Terrain
CampingArea
Bridge


Transform
View
Bake NavigationMesh
Clear NavigationMesh
Perspective
Y
Z
X



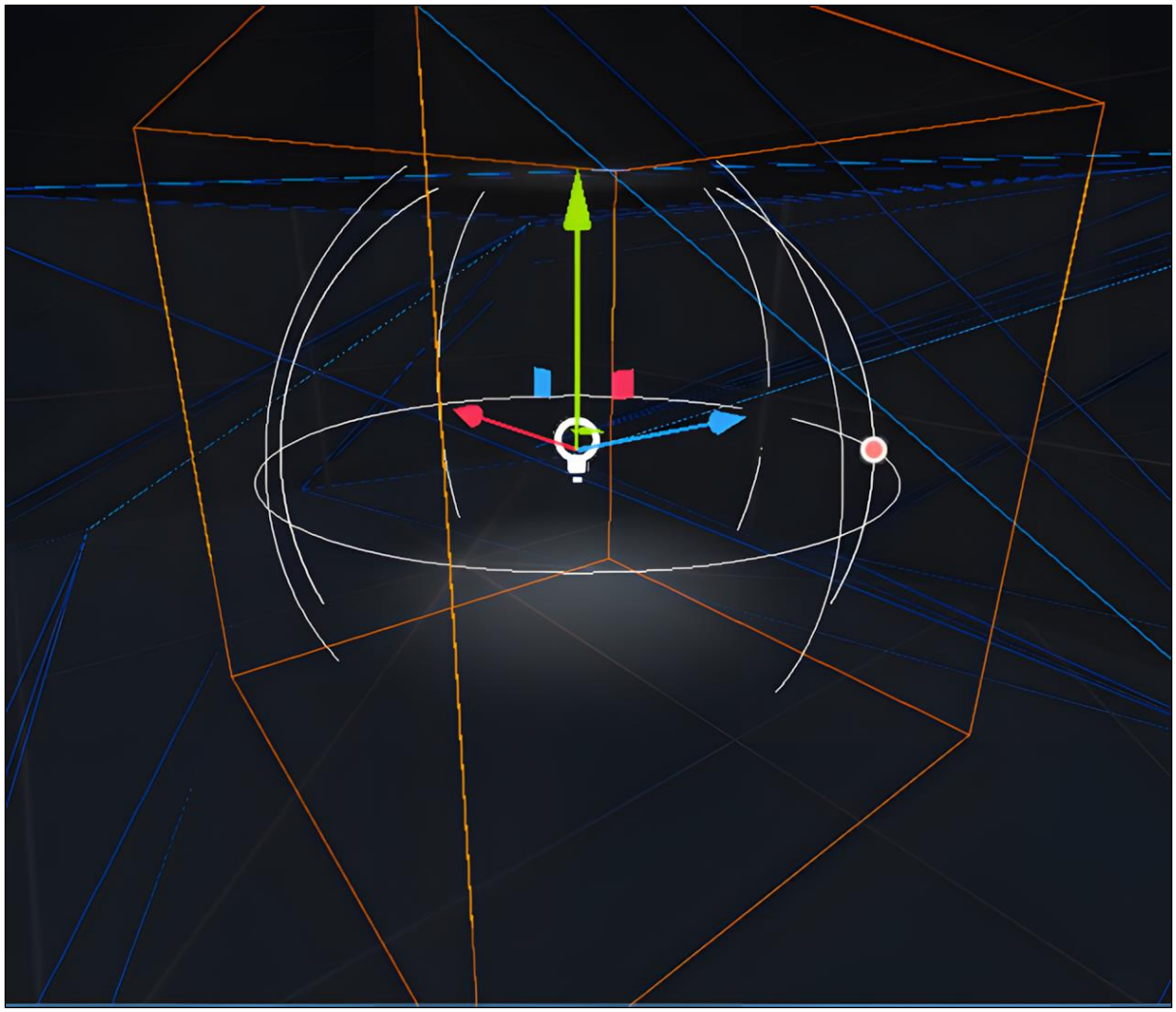

NPC
CollisionShape3D
MeshInstance3D

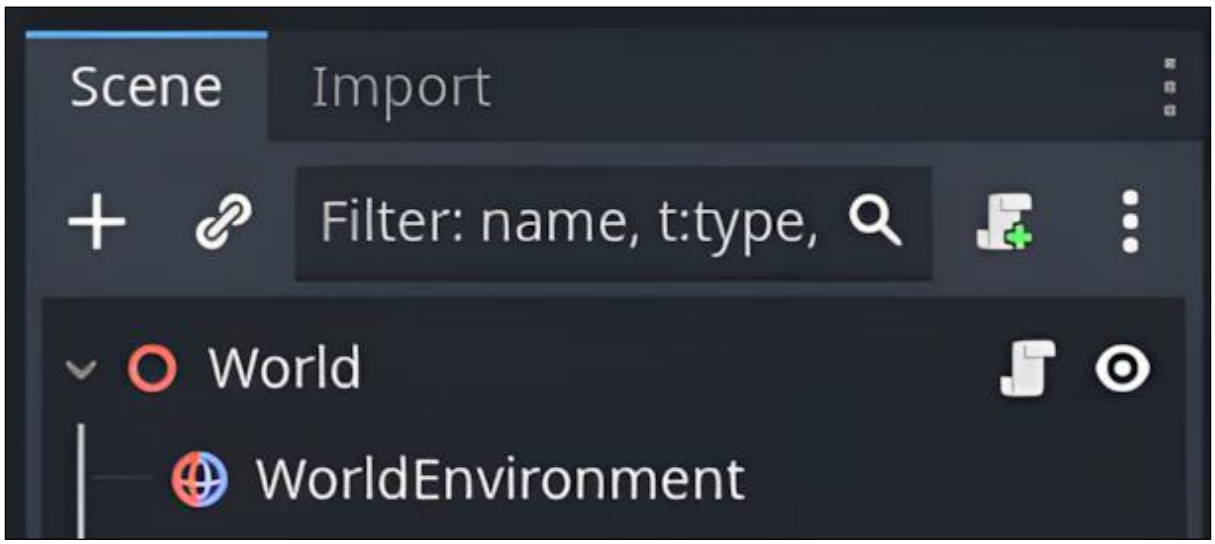


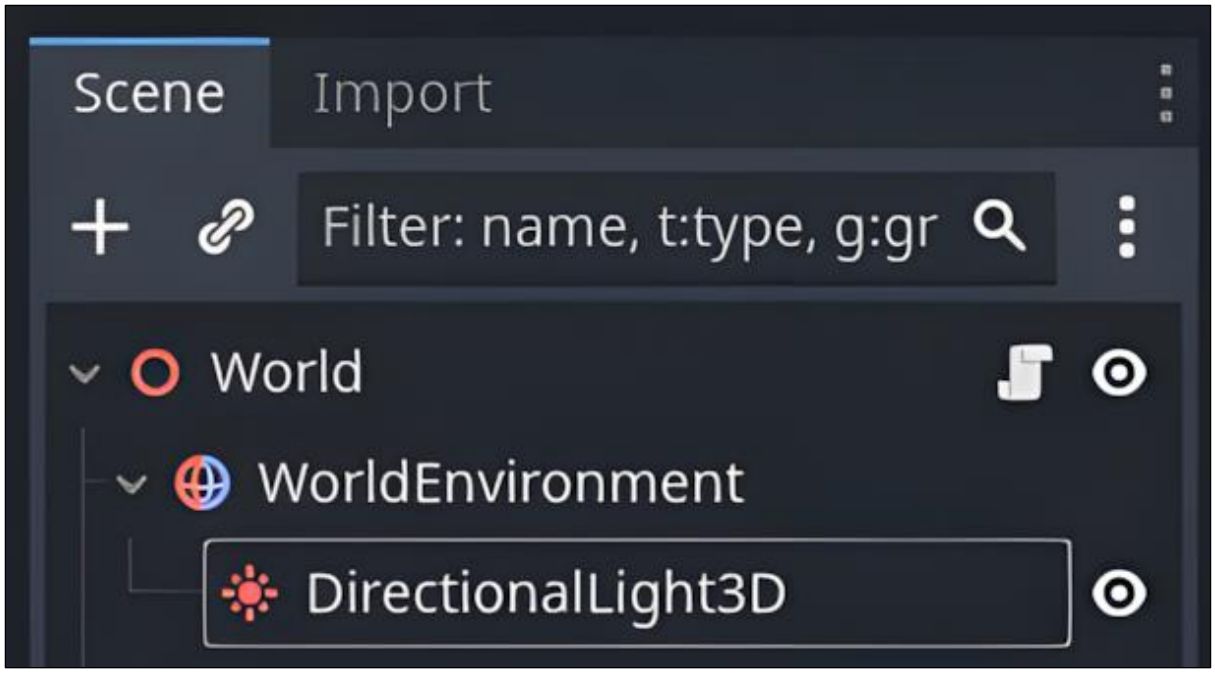

NavigationAgent3D
Pathfinding
Avoidance
Avoidance Enabled
On
Height
1 m
Radius
0.5 m
Neighbor Distance
50 m
Max Neighbors
10
Time Horizon Agents
1 s
Time Horizon Obstacles
0 s
Max Speed
10 m/s
Use 3D Avoidance
On
Keep Y Velocity
On
Avoidance Layers
1 2 3 4 9 10 11 12 17 18 19 20
5 6 7 8 13 14 15 16 21 22 23 24
Avoidance Mask
1 2 3 4 9 10 11 12 17 18 19 20
5 6 7 8 13 14 15 16 21 22 23 24
Avoidance Priority
1

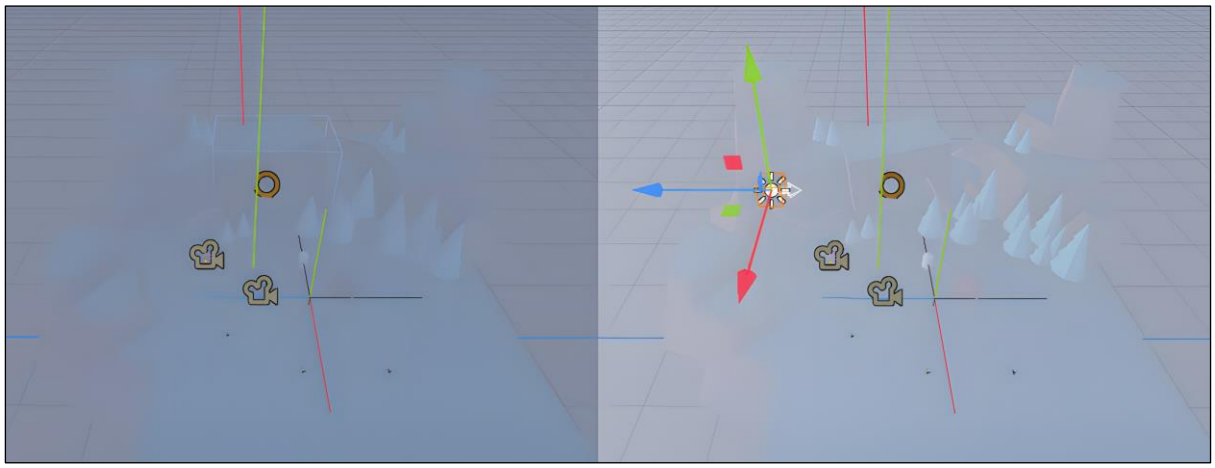
Chapter 9: Setting Up Lighting in Godot

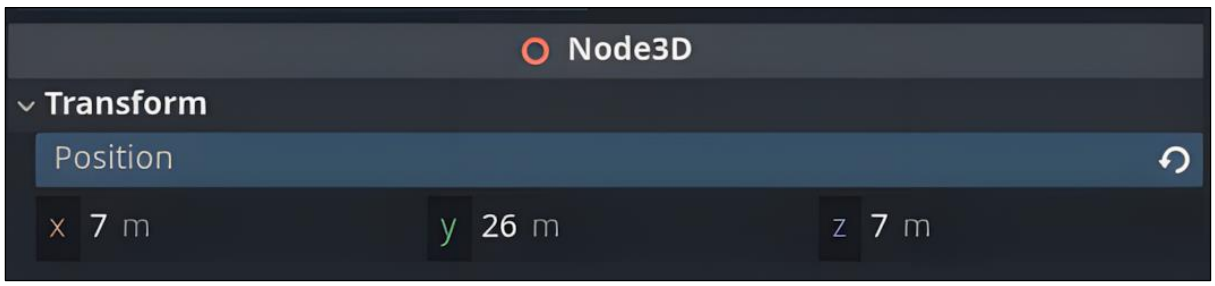




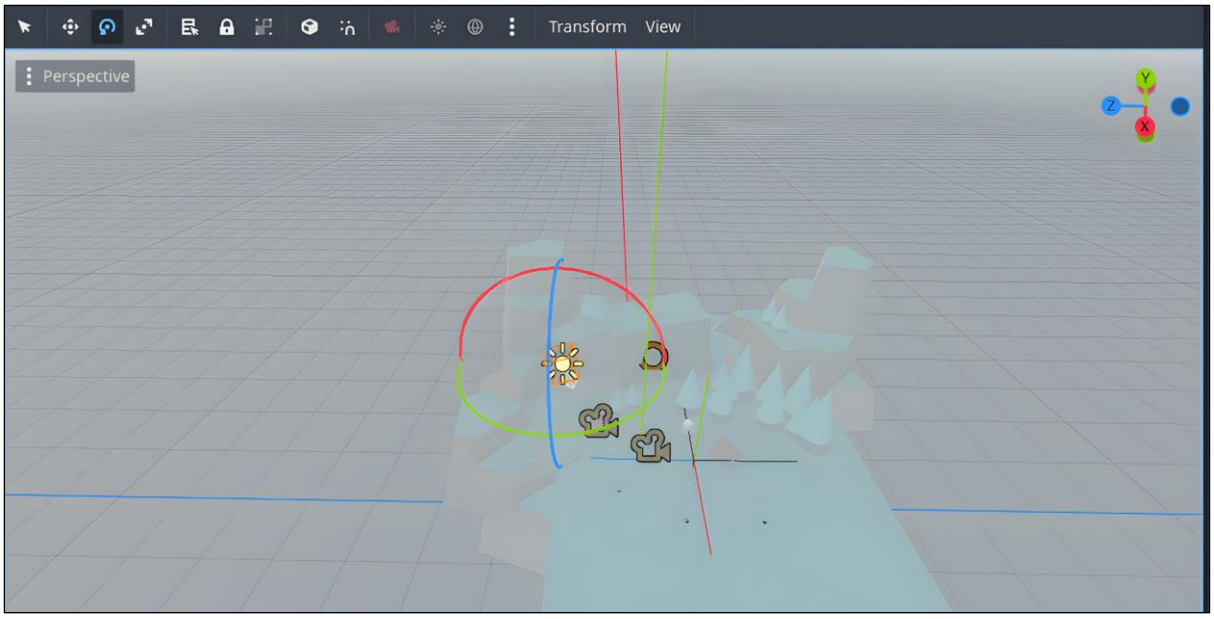

Scene
Import
Filter: name, t:type,
World
WorldEnvironment

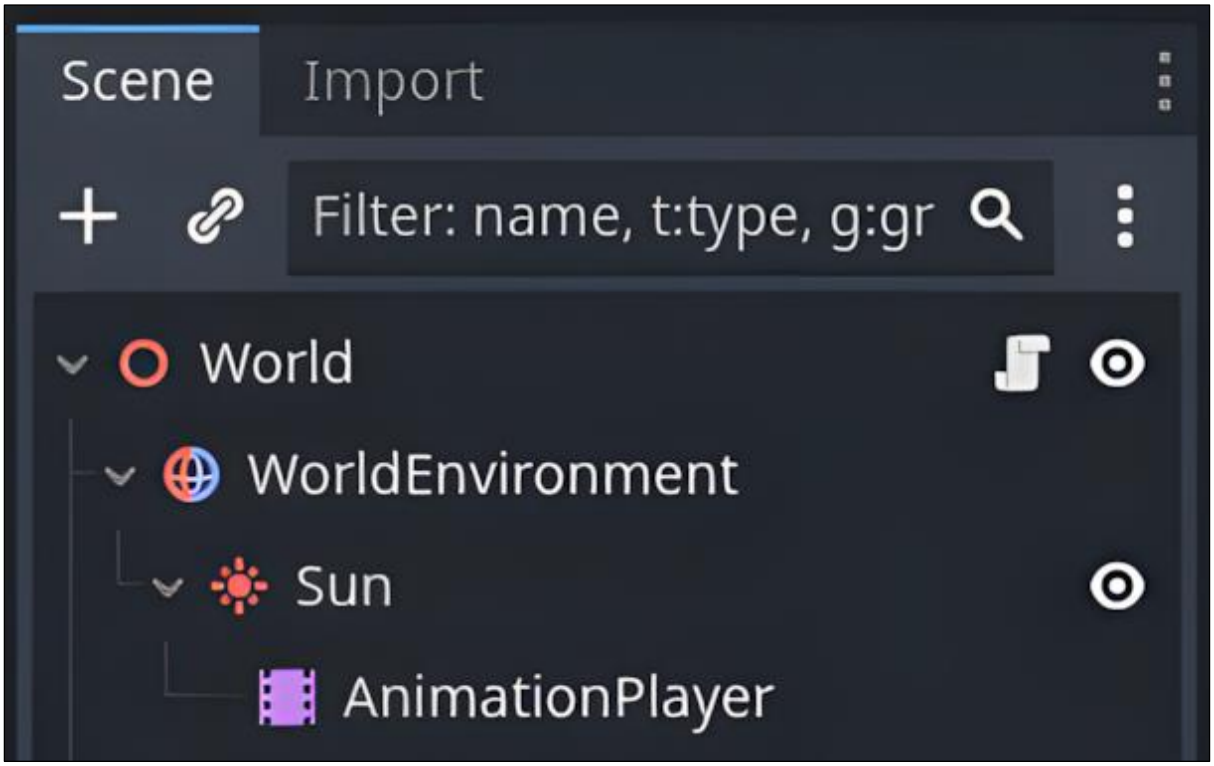

Scene
Import
Filter: name, t:type, g:gr
World
WorldEnvironment
DirectionalLight3D

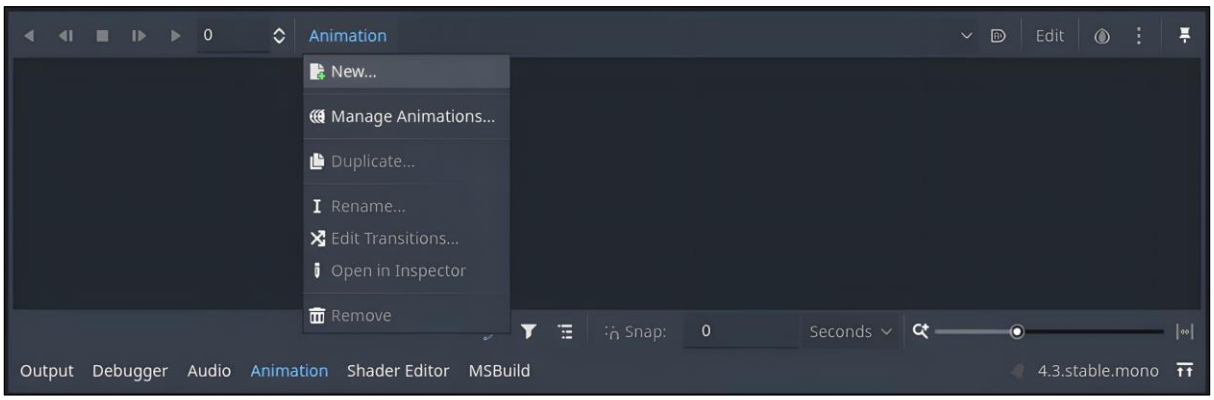


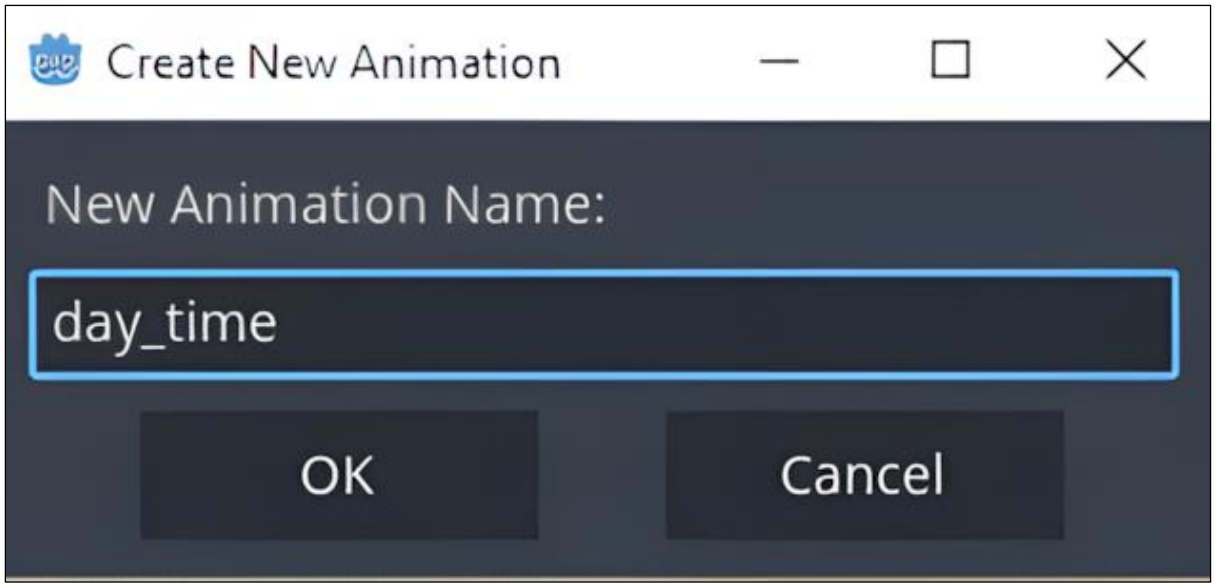

Node3D
Transform
Position
x 7 m
y 26 m
z 7 m

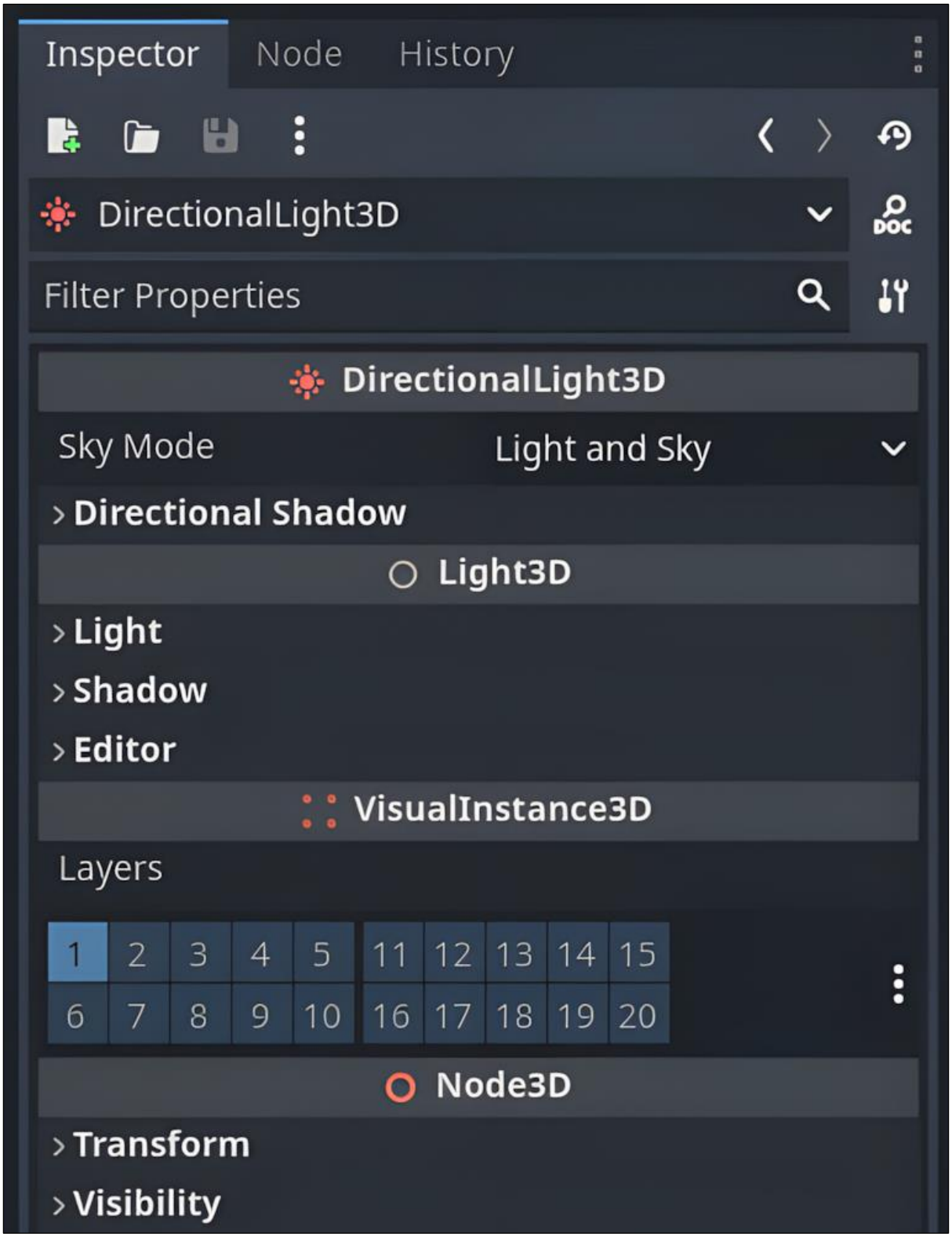

Light3D
Light
Color
Energy
Indirect Energy
Volumetric Fog Energy
Angular Distance
Negative
Bake Mode
Cull Mask
1 2 3 4 5 11 12 13 14
6 7 8 9 10 16 17 18 19
Shadow
Enabled
Bias
Normal Bias
Reverse Cull Face
Transmittance Bias
Opacity
Blur
RGB
HSV
RAW
...
R 255
G 255
B 196
Hex # ffffc4
Swatches
Recent Colors

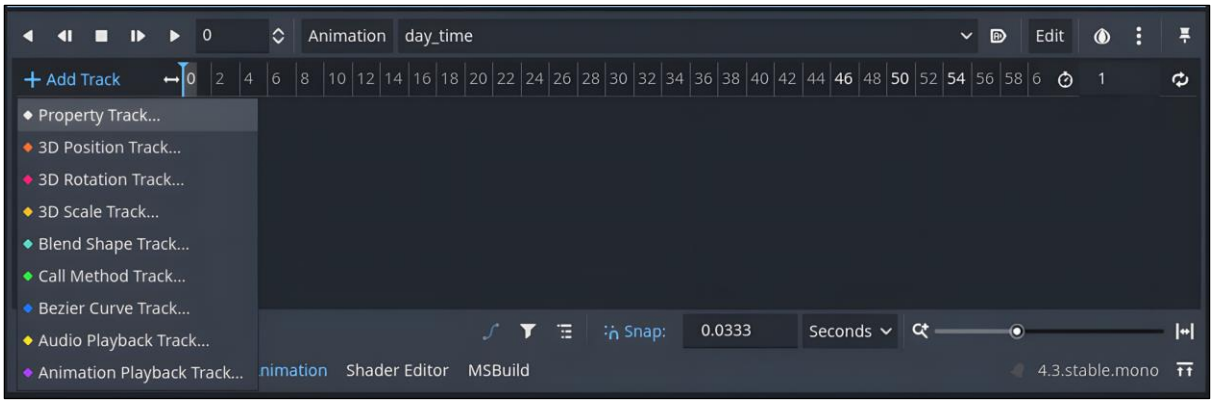

Transform
View
Perspective

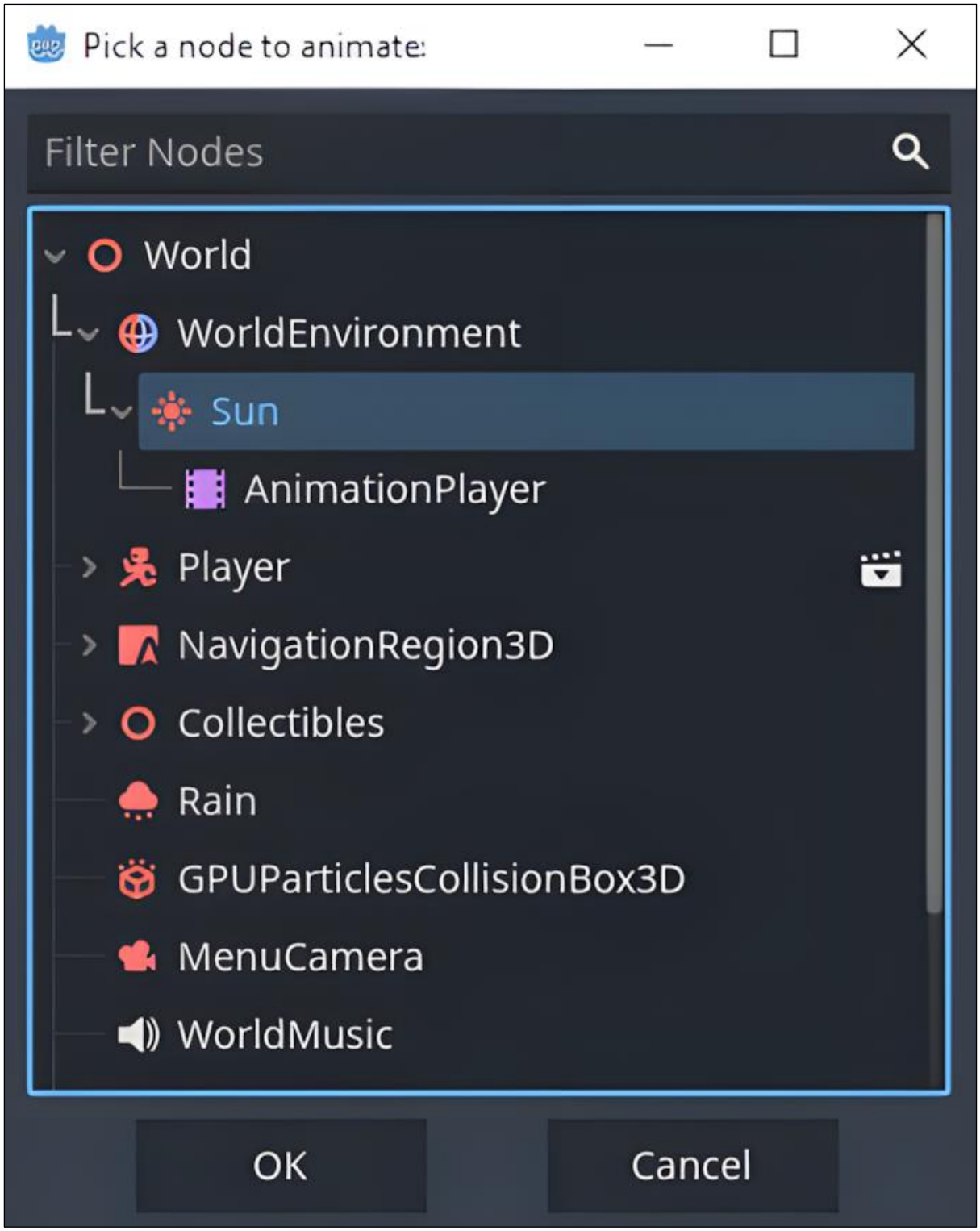

Scene
Import
Filter: name, t:type, g:gr
World
WorldEnvironment
Sun
AnimationPlayer

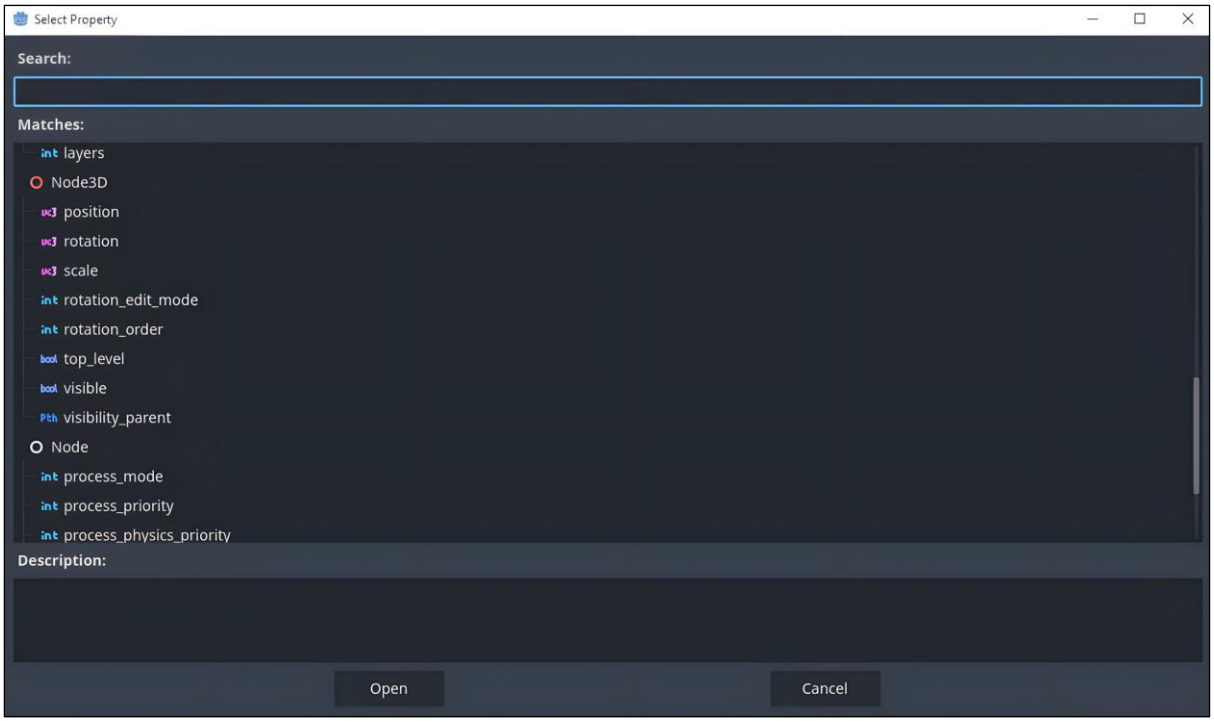

0
Animation
Edit
New...
Manage Animations...
Duplicate...
Rename...
Edit Transitions...
Open in Inspector
Remove
Snap:
0
Seconds
Output
Debugger
Audio
Animation
Shader Editor
MSBuild
4.3.stable.mono


Create New Animation
New Animation Name:
day_time
OK
Cancel


Inspector
Node
History
DirectionalLight3D
DOC
Filter Properties
DirectionalLight3D
Sky Mode
Light and Sky
Directional Shadow
Light3D
Light
Shadow
Editor
VisualInstance3D
Layers
1 2 3 4 5 11 12 13 14 15
6 7 8 9 10 16 17 18 19 20
Node3D
Transform
Visibility


0
Animation
day_time
Edit
Add Track
0 2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50 52 54 56 58 6
1
Property Track...
3D Position Track...
3D Rotation Track...
3D Scale Track...
Blend Shape Track...
Call Method Track...
Bezier Curve Track...
Audio Playback Track...
Animation Playback Track...
Snap:
0.0333
Seconds
nimation
Shader Editor
MSBuild
4.3.stable.mono


Pick a node to animate:
Filter Nodes
World
WorldEnvironment
Sun
AnimationPlayer
Player
NavigationRegion3D
Collectibles
Rain
GPUParticlesCollisionBox3D
MenuCamera
WorldMusic
OK
Cancel

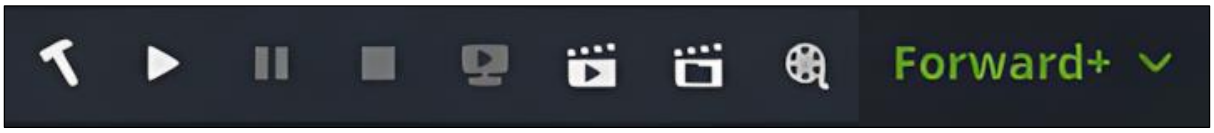

Select Property
Search:
Matches:
int layers
Node3D
position
rotation
scale
int rotation_edit_mode
int rotation_order
top_level
visible
visibility_parent
Node
int process_mode
int process_priority
int process_physics_priority
Description:
Open
Cancel

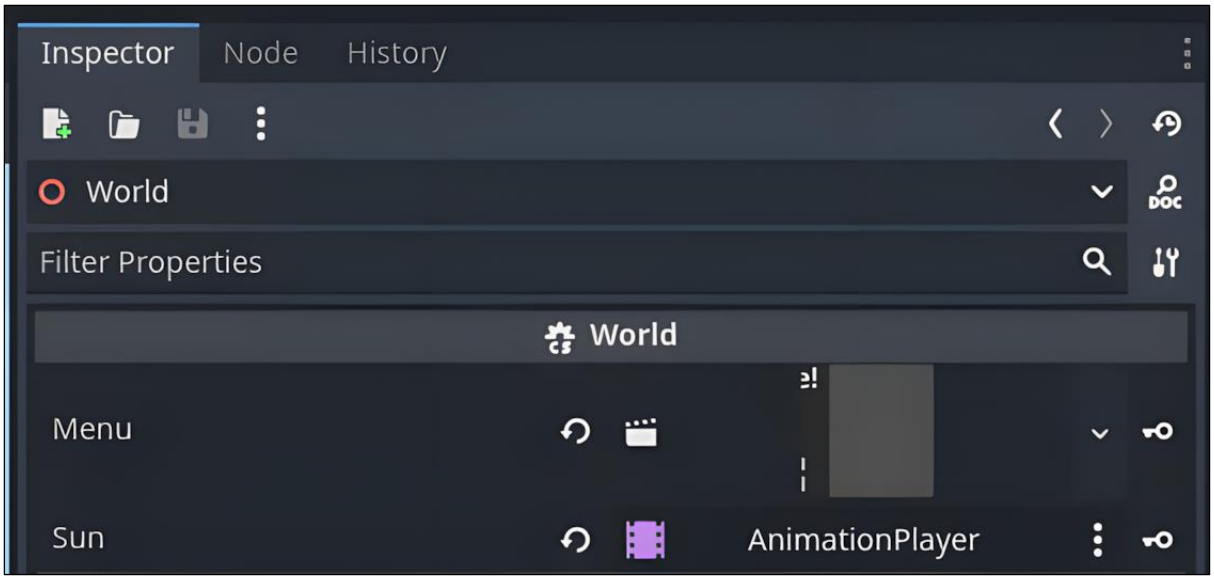

Edit
6
12

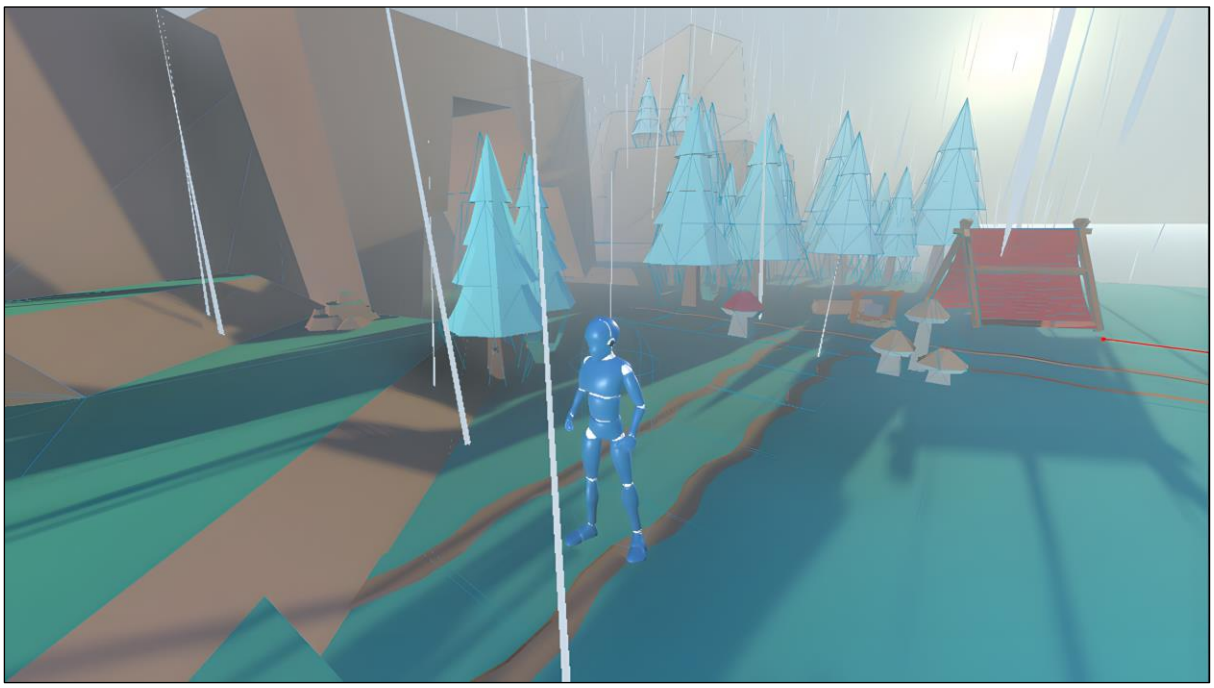

Rotation

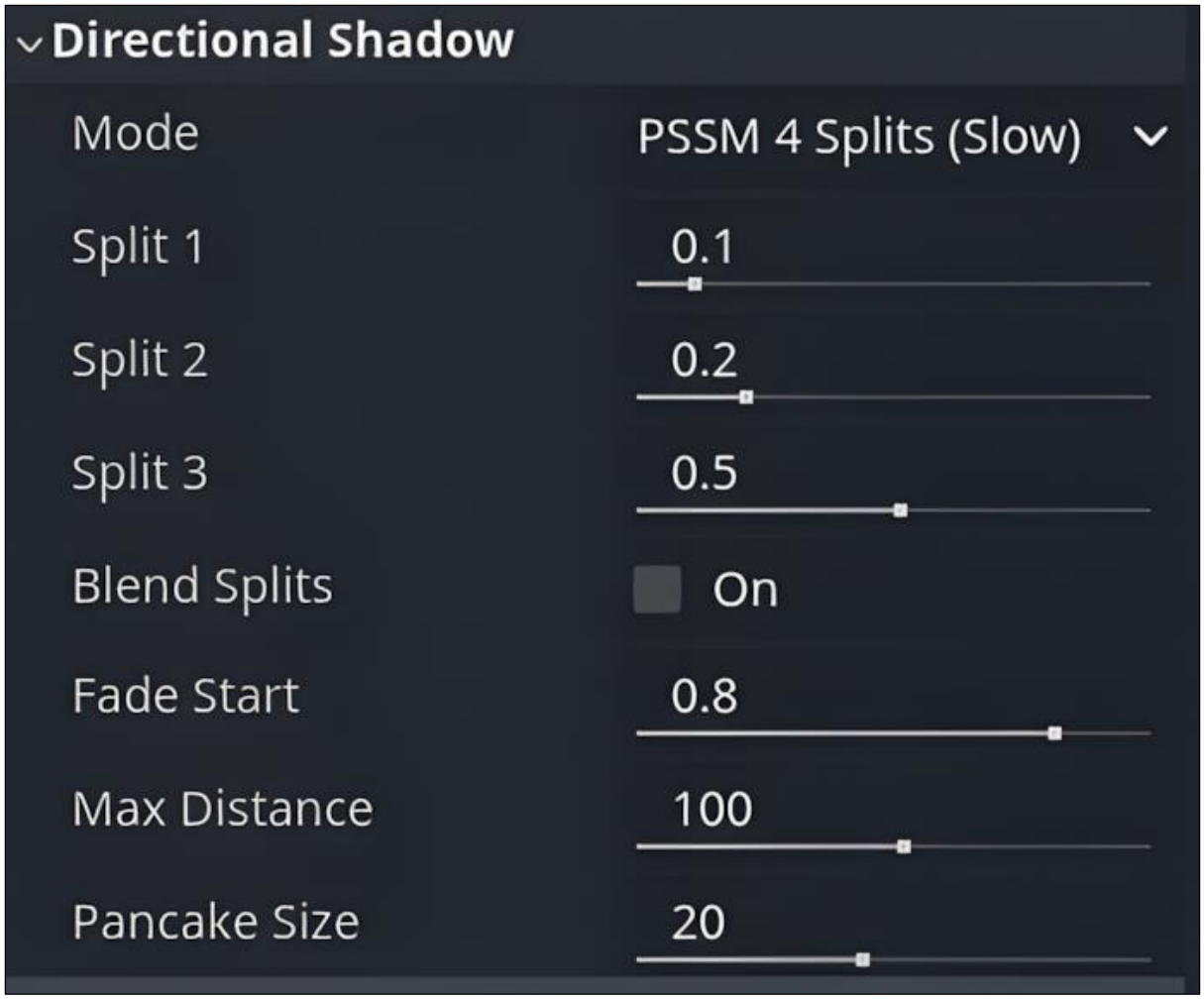

Add Track
0
Sun
rotation

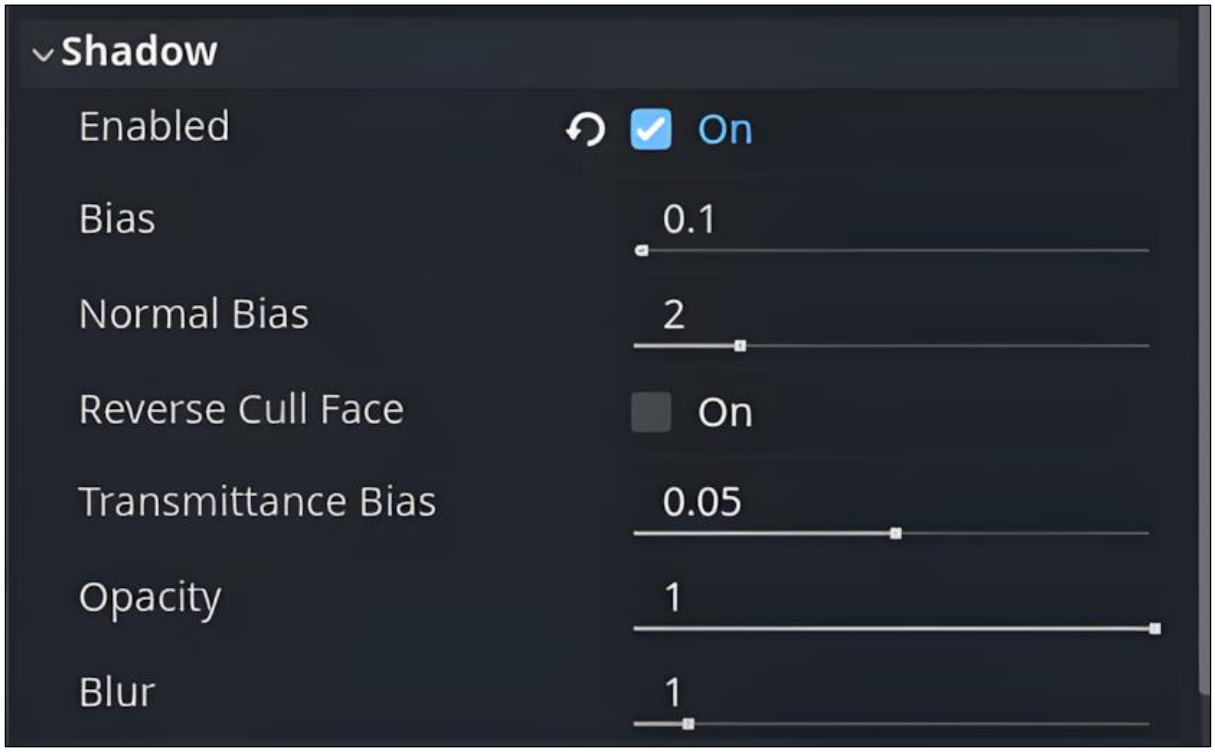

12
Animation
day_time
Add Track
0
2
4
6
8
10
12
14
16
18
20
22
24
Sun
rotation

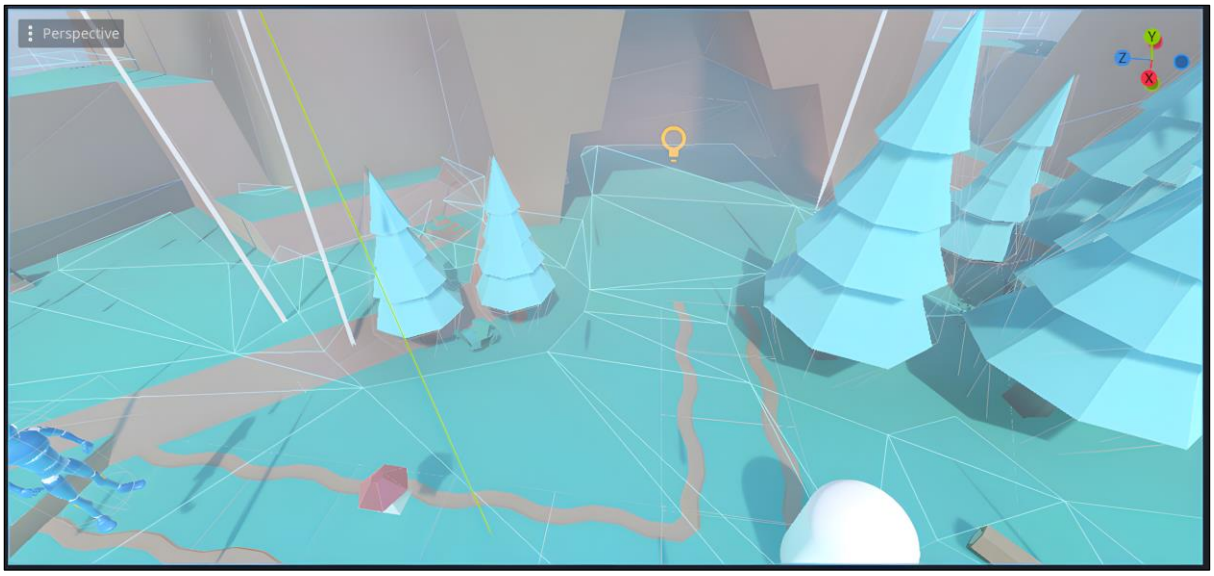

Forward+


Inspector
Node
History
World
Filter Properties
World
Menu
Sun
AnimationPlayer




Directional Shadow
Mode
PSSM 4 Splits (Slow)
Split 1
0.1
Split 2
0.2
Split 3
0.5
Blend Splits
On
Fade Start
0.8
Max Distance
100
Pancake Size
20


Shadow
Enabled
On
Bias
0.1
Normal Bias
2
Reverse Cull Face
On
Transmittance Bias
0.05
Opacity
1
Blur
1



Light

Color

Energy 1

Indirect Energy 1

Volumetric Fog Energy 1

Angular Distance 0 °

Negative On

Bake Mode Dynamic

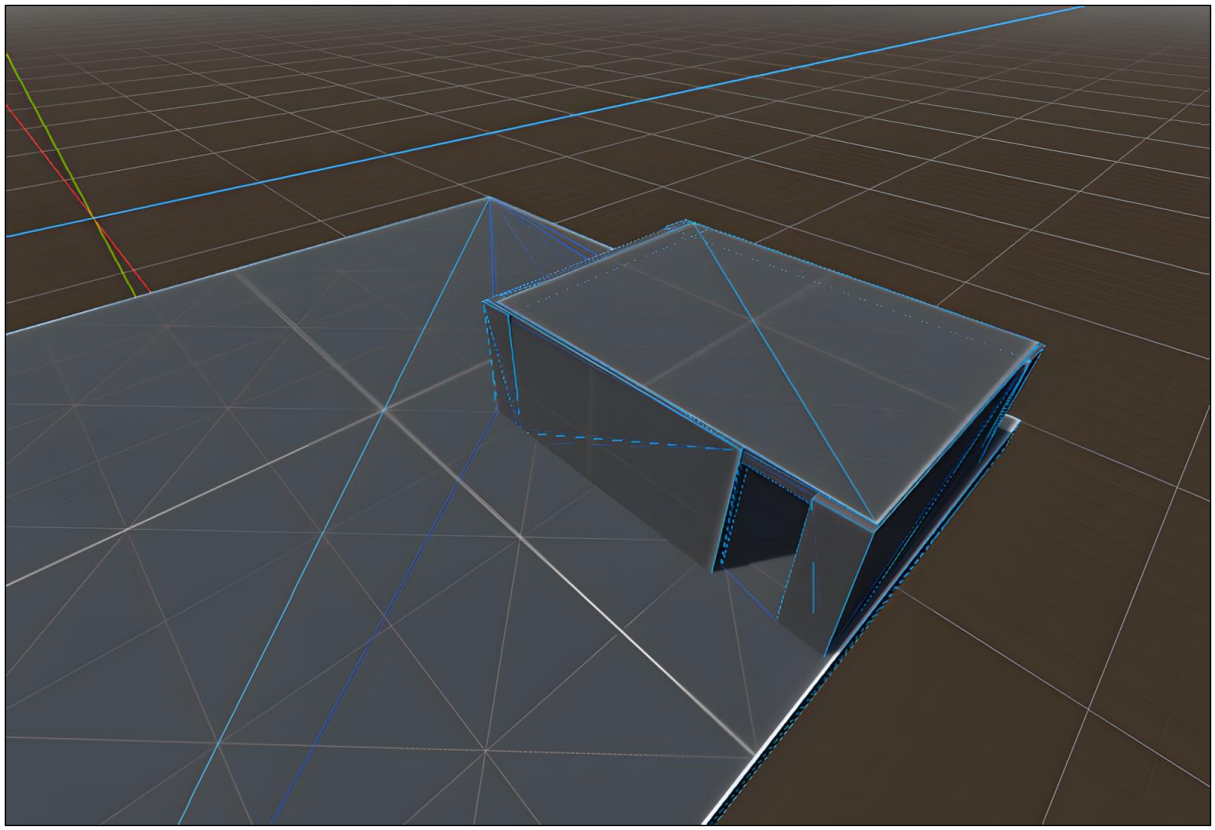
Cull Mask

1	2	3	4	5	11	12	13	14	15
6	7	8	9	10	16	17	18	19	20

Shadow

Enabled On

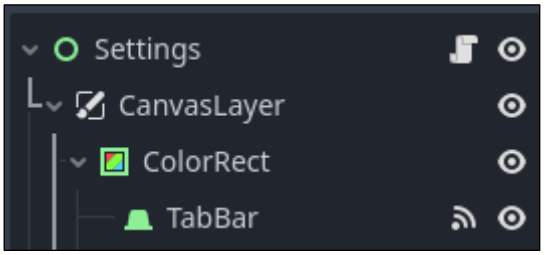
Editor

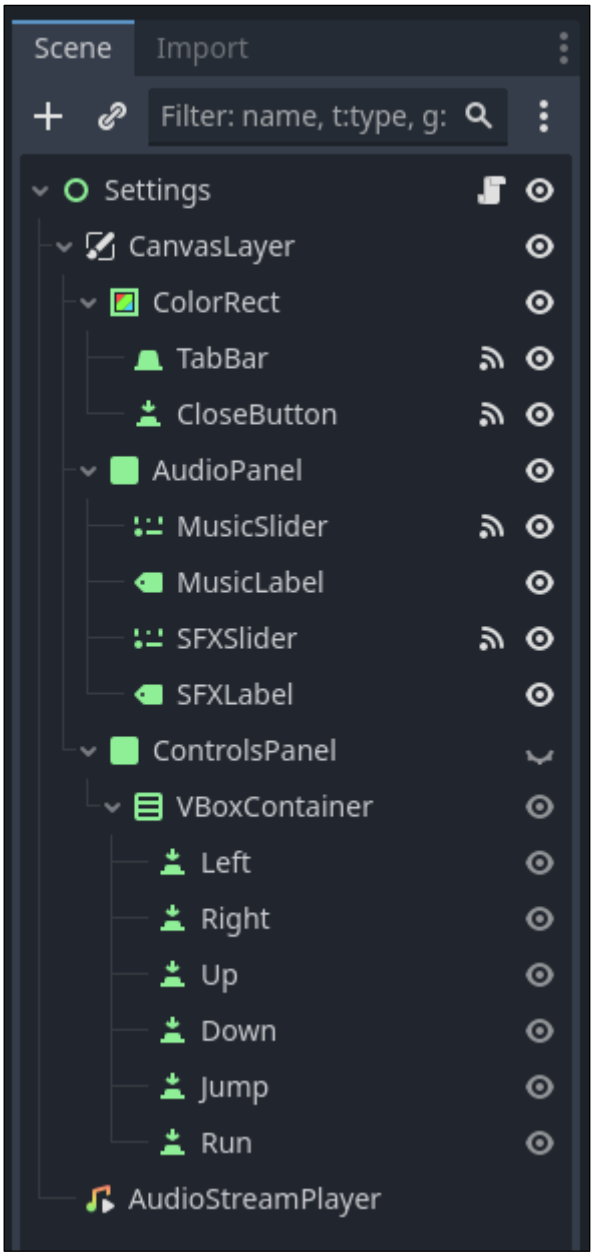


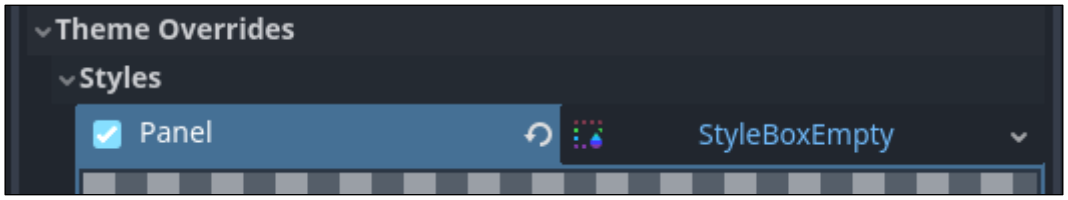

Collision Layer
1 2 3 4 9 10 11 12 17 18 19 20
5 6 7 8 13 14 15 16 21 22 23 24
Collision Mask
1 2 3 4 9 10 11 12 17 18 19 20
5 6 7 8 13 14 15 16 21 22 23 24
Collision Priority
1

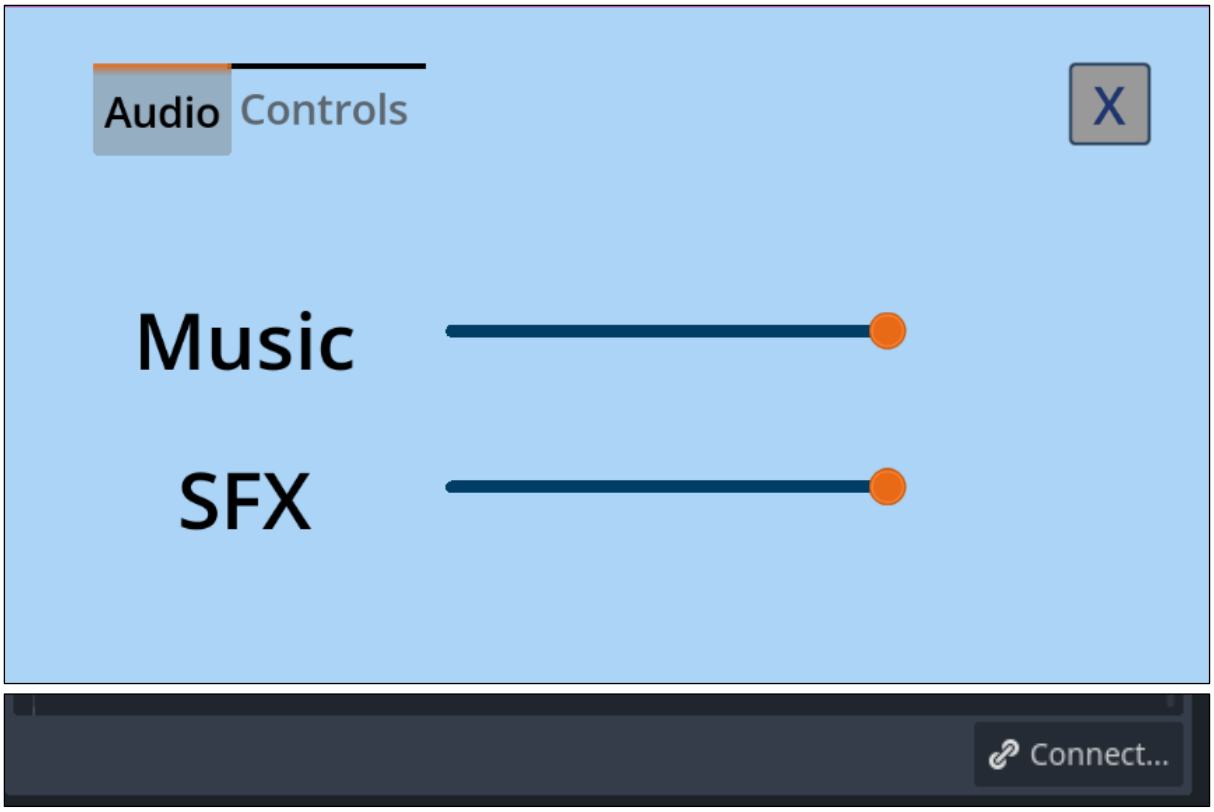

Forward+

Chapter 10: Understanding Accessibility and Additional Features

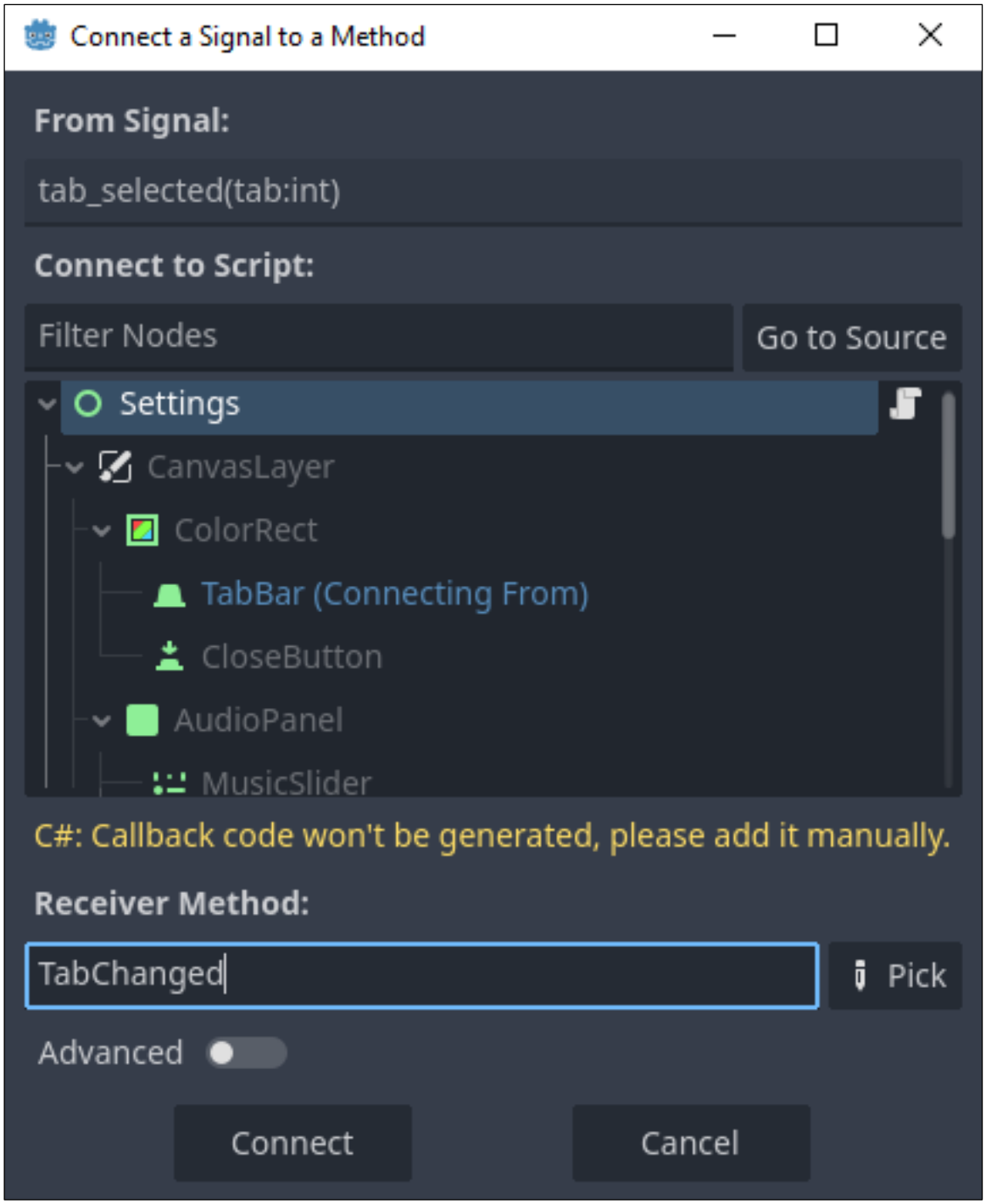


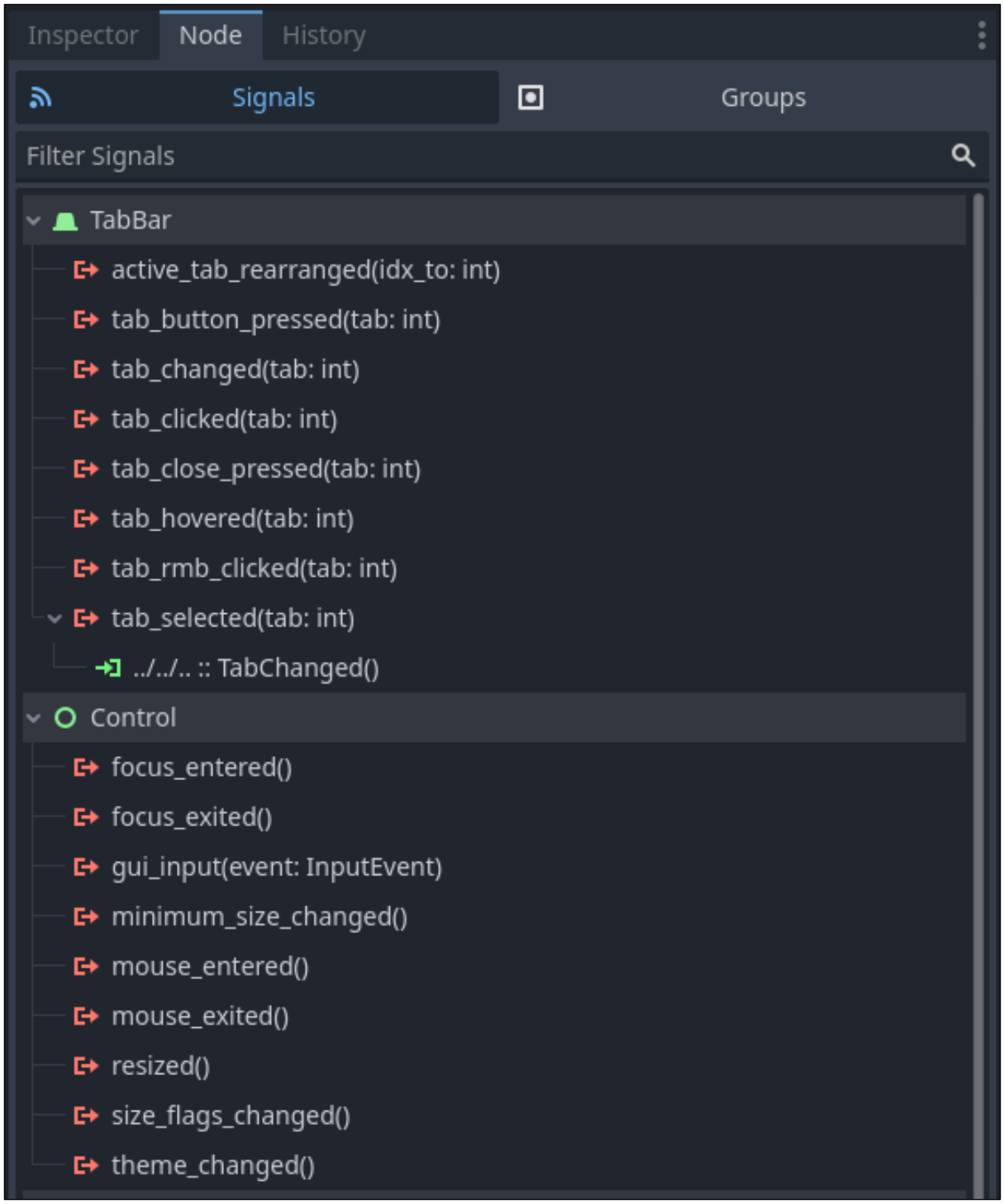


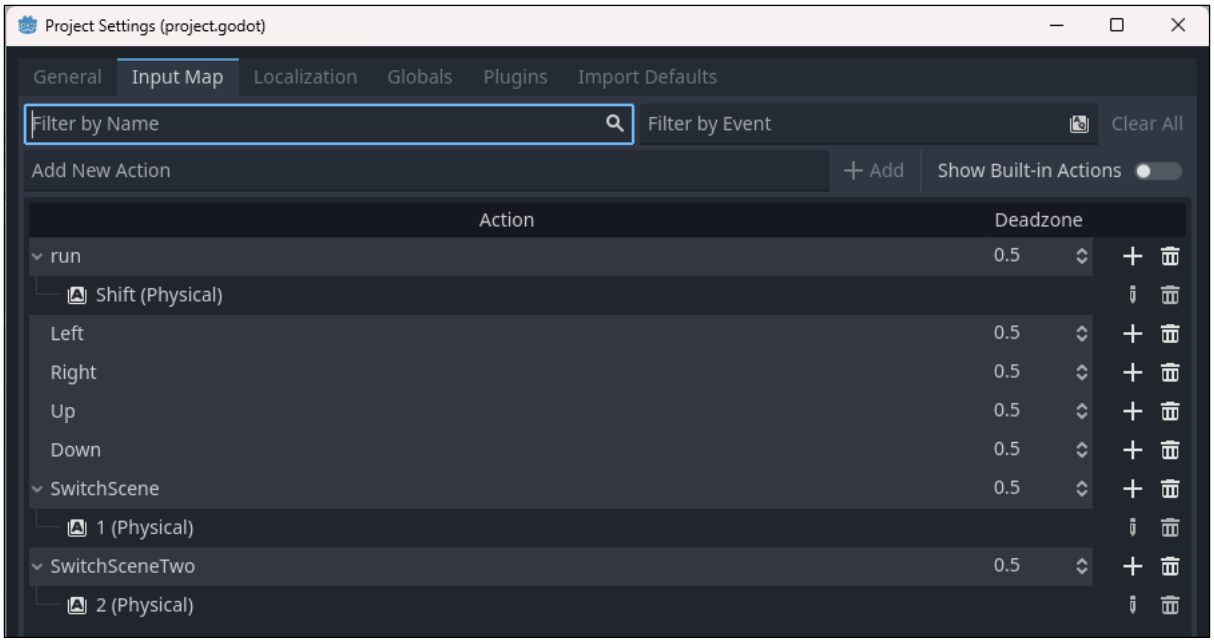


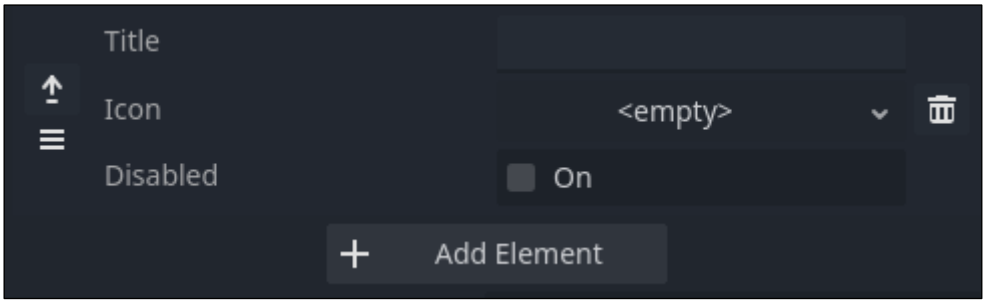

Audio Controls
X
Music
SFX

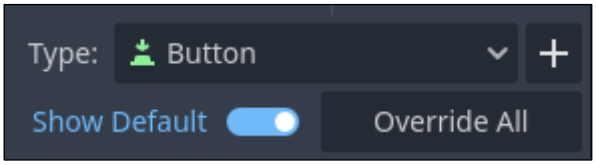
Connect...

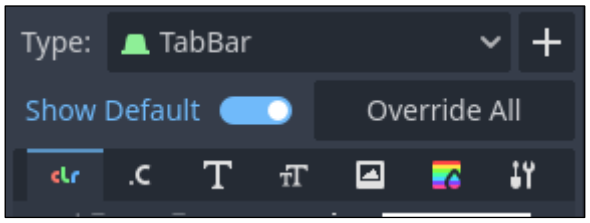

Connect a Signal to a Method
From Signal:
tab_selected(tab:int)
Connect to Script:
Filter Nodes
Go to Source
Settings
CanvasLayer
ColorRect
TabBar (Connecting From)
CloseButton
AudioPanel
MusicSlider
C#: Callback code won't be generated, please add it manually.
Receiver Method:
TabChanged
Pick
Advanced
Connect
Cancel


Inspector
Node
History
Signals
Groups
Filter Signals
TabBar
active_tab_rearranged(idx_to: int)
tab_button_pressed(tab: int)
tab_changed(tab: int)
tab_clicked(tab: int)
tab_close_pressed(tab: int)
tab_hovered(tab: int)
tab_rmb_clicked(tab: int)
tab_selected(tab: int)
../../.. :: TabChanged()
Control
focus_entered()
focus_exited()
gui_input(event: InputEvent)
minimum_size_changed()
mouse_entered()
mouse_exited()
resized()
size_flags_changed()
theme_changed()


Project Settings (project.godot)
General
Input Map
Localization
Globals
Plugins
Import Defaults
Filter by Name
Filter by Event
Clear All
Add New Action
Add
Show Built-in Actions
Action
Deadzone
run
0.5
Shift (Physical)
Left
0.5
Right
0.5
Up
0.5
Down
0.5
SwitchScene
0.5
1 (Physical)
SwitchSceneTwo
0.5
2 (Physical)

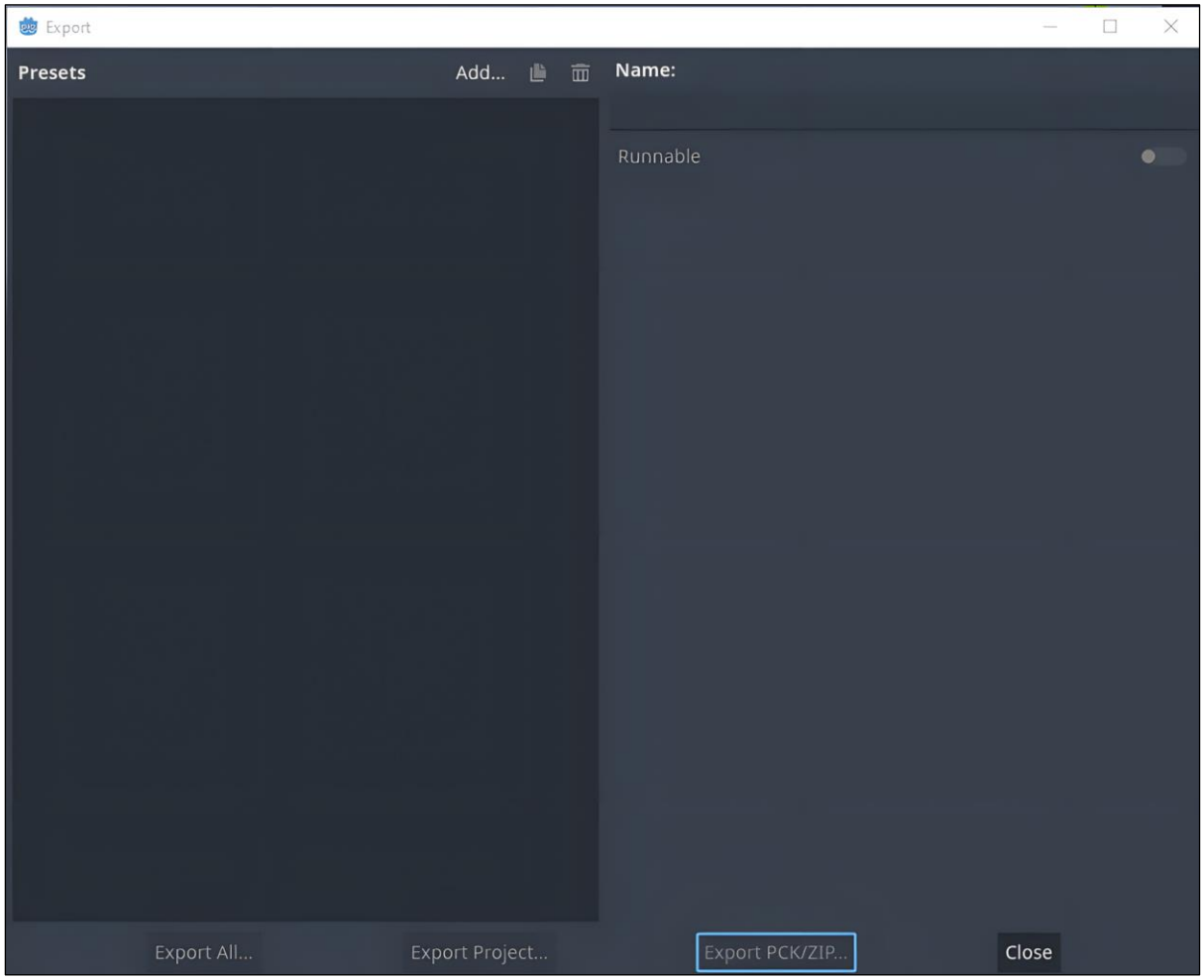

Title
Icon
<empty>
Disabled
On
Add Element

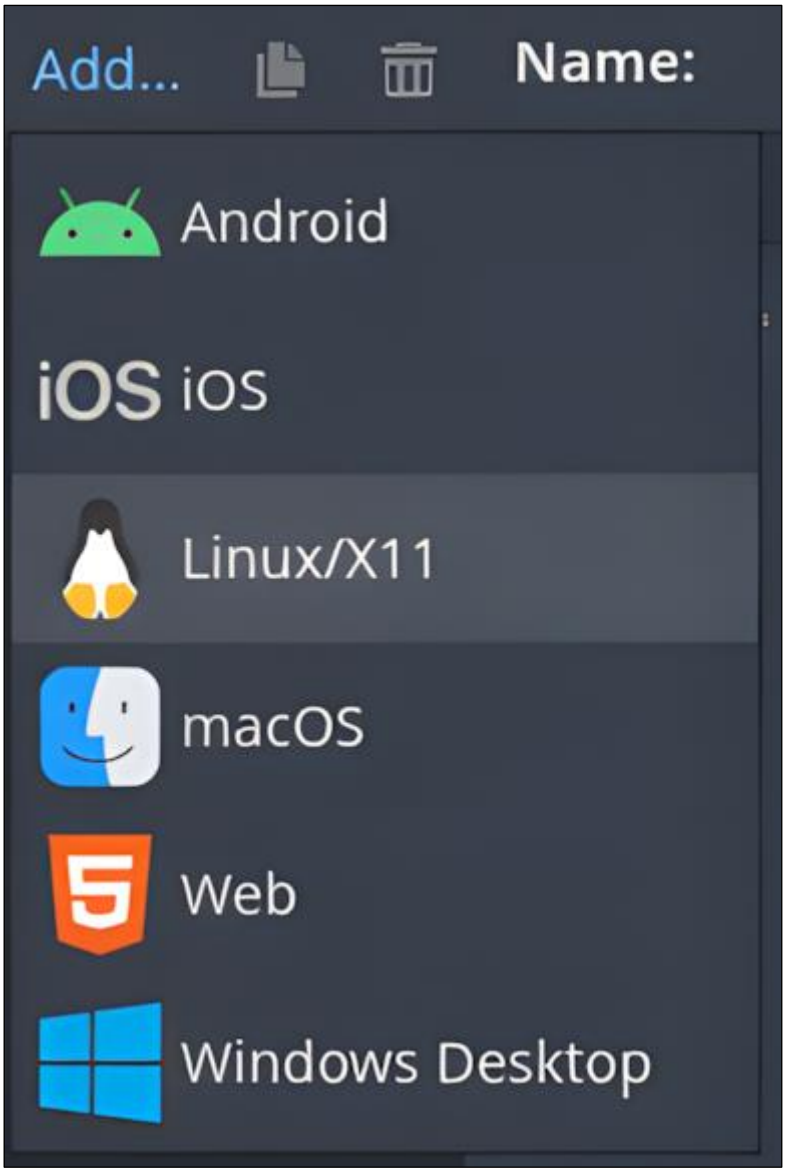

Type:
Button
Show Default
Override All

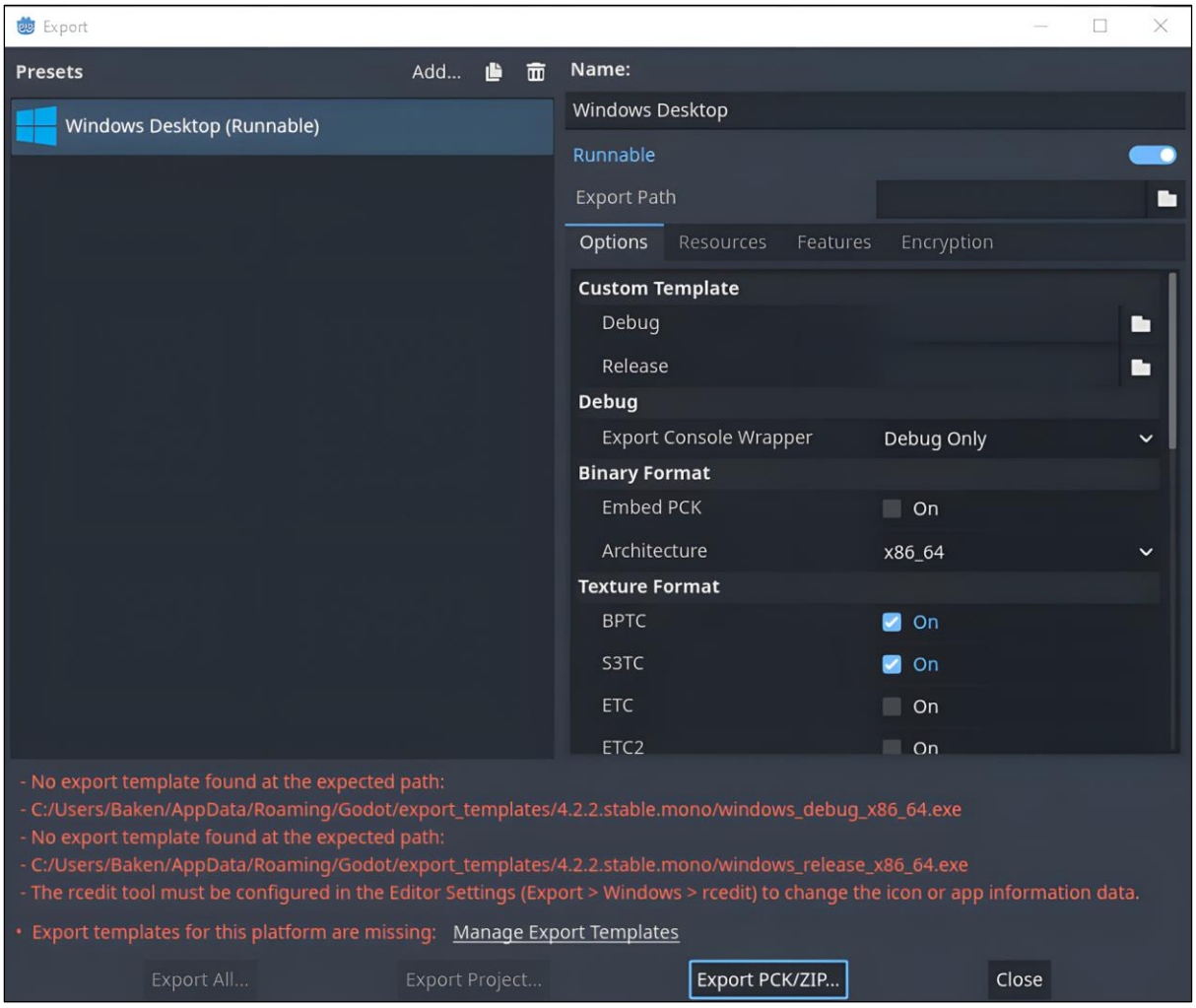

Type:
TabBar
Show Default
Override All

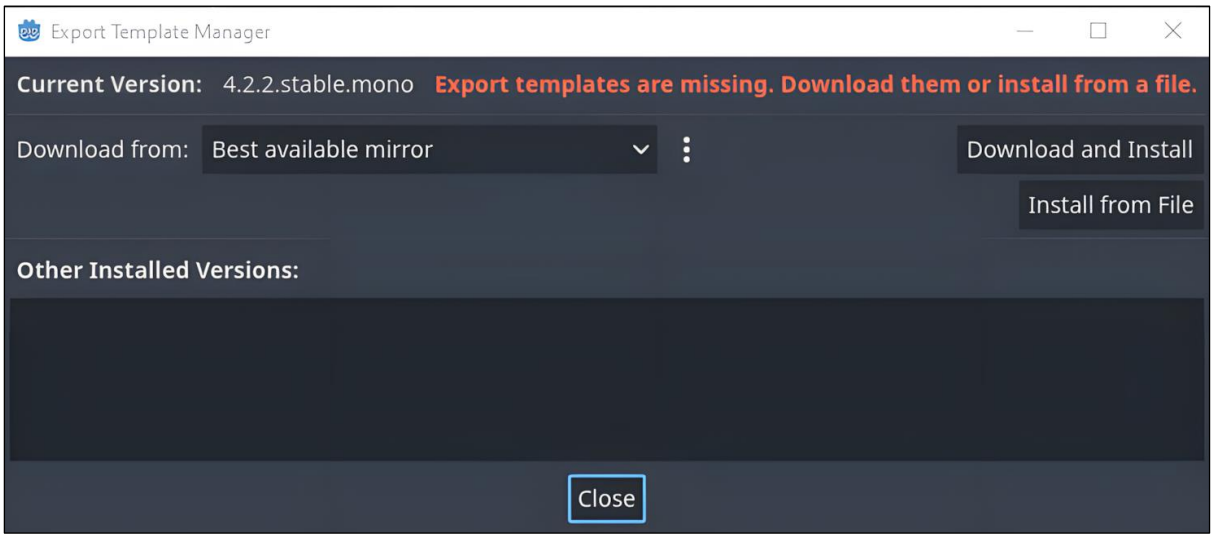

Type:
TabBar
Show Default
Override All
drop_mark_color
font_disabled_color
font_hovered_color
font_outline_color
font_selected_color
font_unselected_color
Add
A
168
Hex
#
000000a8
tab_focus
StyleBoxFlat
tab_hovered
StyleBoxFlat
tab_selected
StyleBoxFlat
tab_unselected
StyleBoxLine
tab_focus
StyleBoxFlat
Audio
Controls

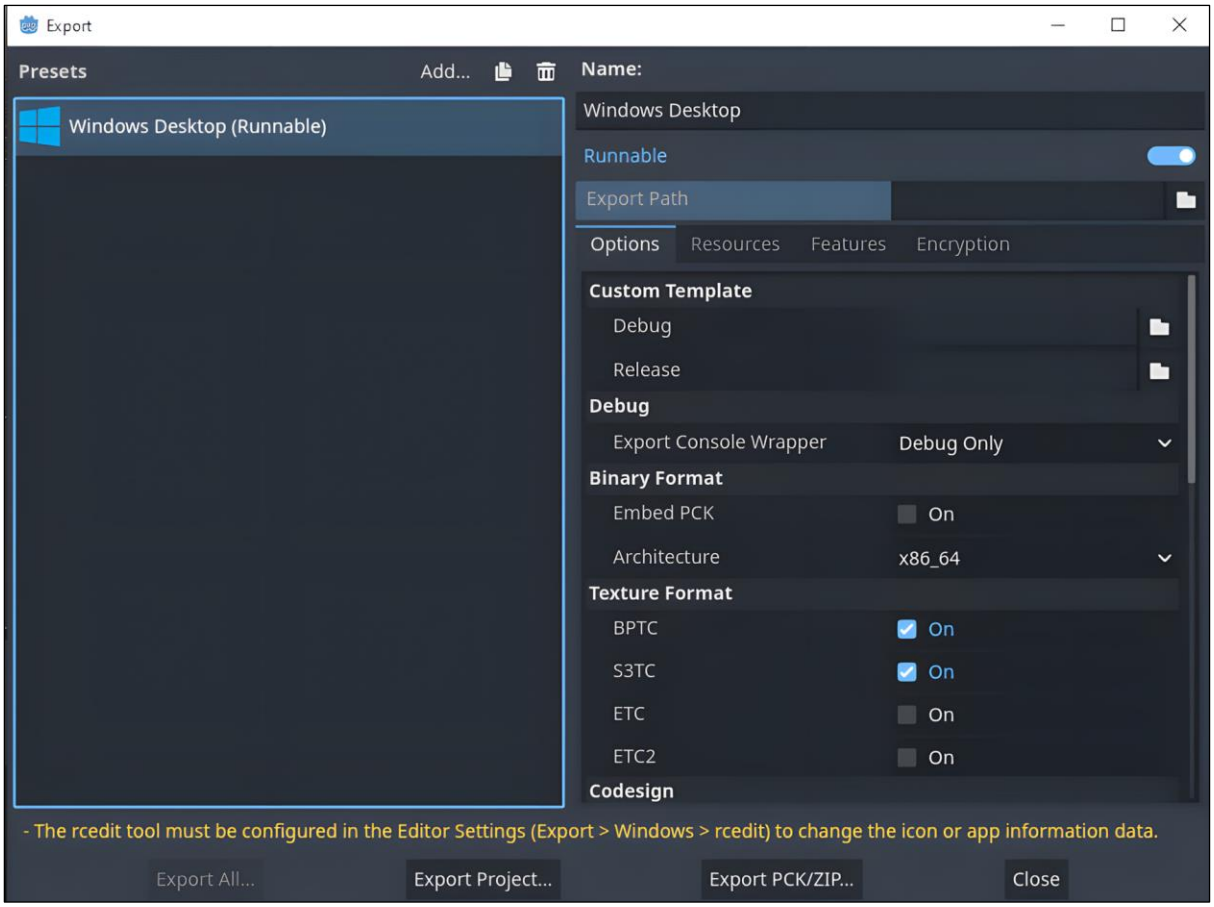
Chapter 11: Exporting Your Game

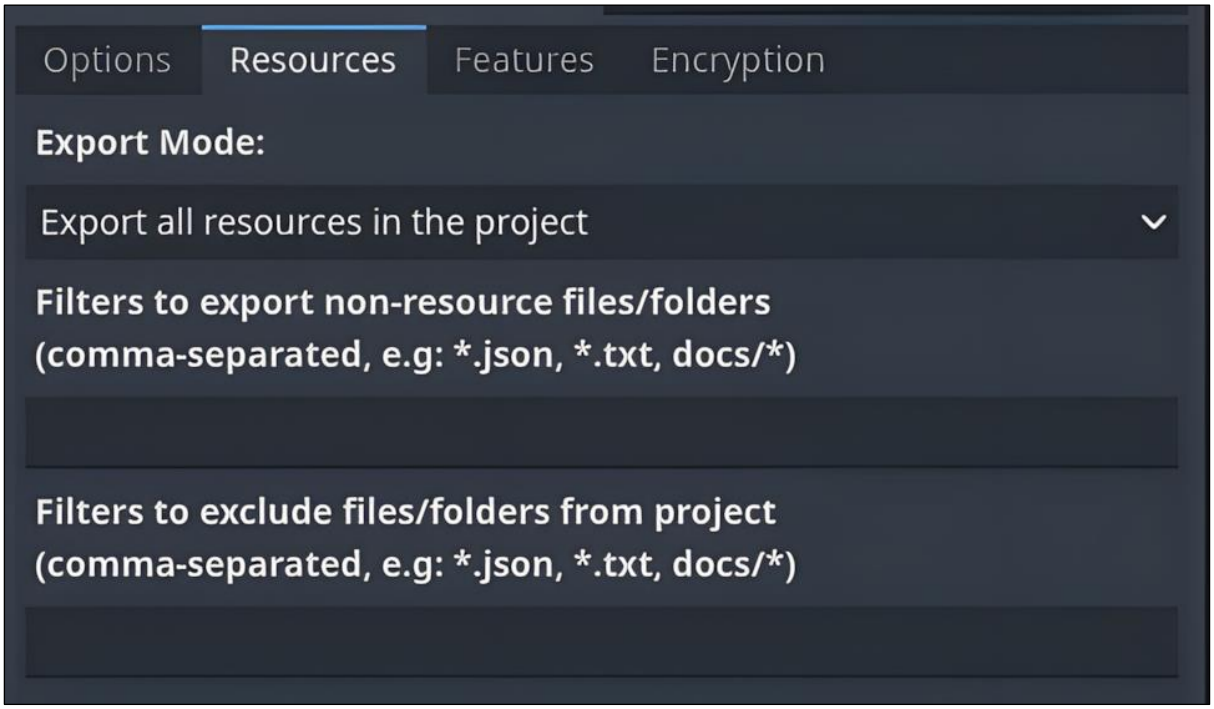


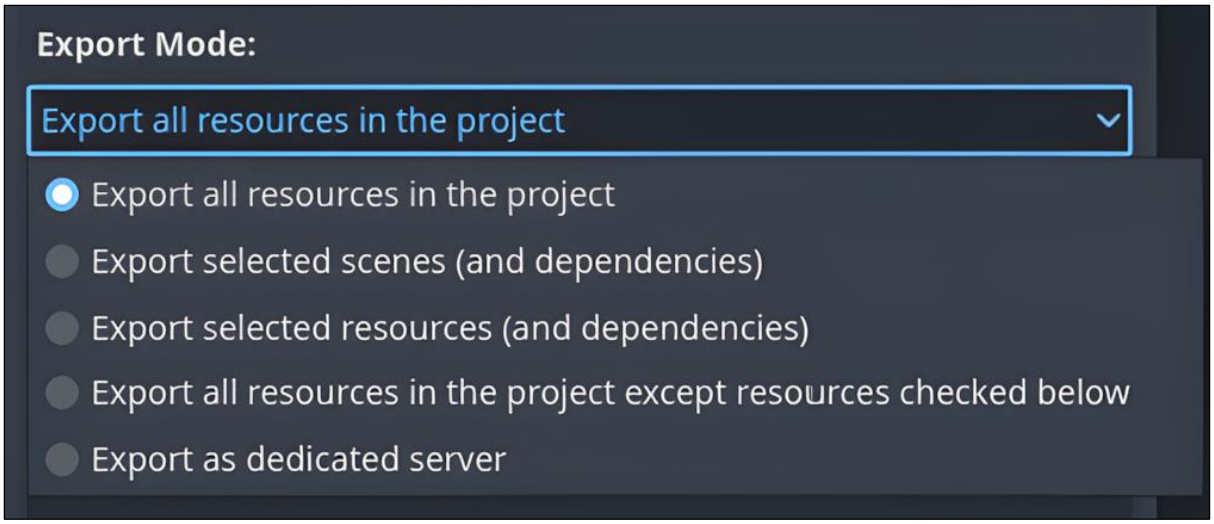

Add...
Name:
Android
iOS
Linux/X11
macOS
Web
Windows Desktop

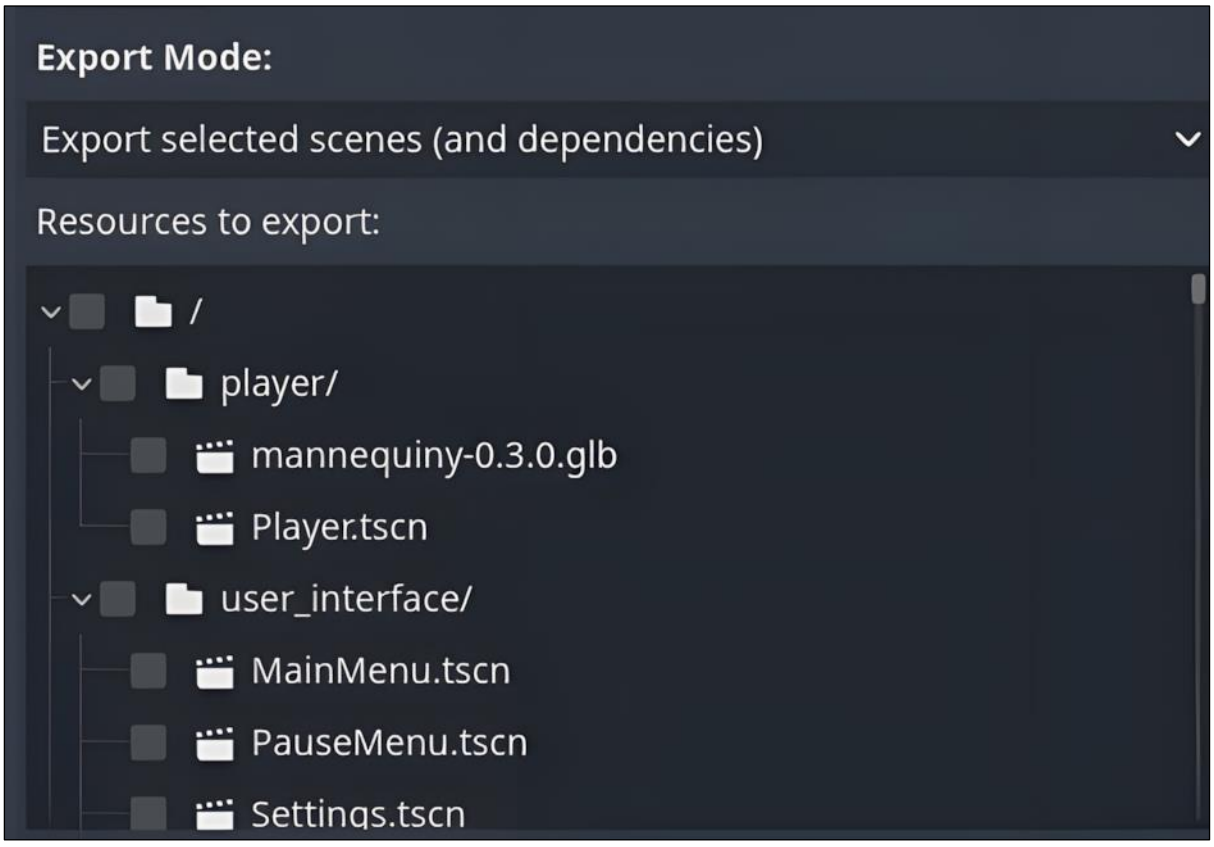

Export
Presets
Add...
Windows Desktop (Runnable)
Name:
Windows Desktop
Runnable
Export Path
Options
Resources
Features
Encryption
Custom Template
Debug
Release
Debug
Export Console Wrapper
Debug Only
Binary Format
Embed PCK
On
Architecture
x86_64
Texture Format
BPTC
On
S3TC
On
ETC
On
ETC2
On
- No export template found at the expected path:
- C:/Users/Baken/AppData/Roaming/Godot/export_templates/4.2.2.stable.mono/windows_debug_x86_64.exe
- No export template found at the expected path:
- C:/Users/Baken/AppData/Roaming/Godot/export_templates/4.2.2.stable.mono/windows_release_x86_64.exe
- The rcedit tool must be configured in the Editor Settings (Export > Windows > rcedit) to change the icon or app information data.
• Export templates for this platform are missing: Manage Export Templates
Export All...
Export Project...
Export PCK/ZIP...
Close

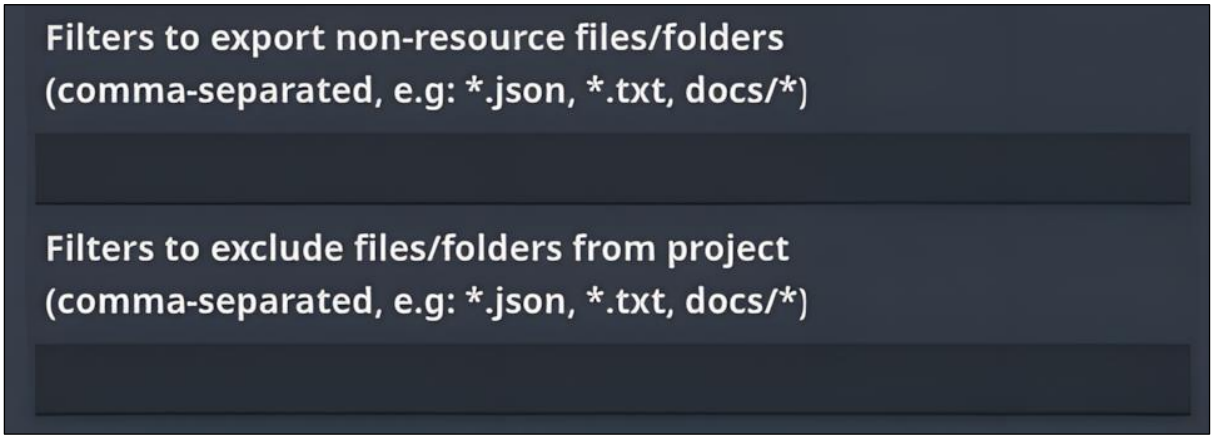

Export Template Manager
Current Version: 4.2.2.stable.mono
Export templates are missing. Download them or install from a file.
Download from:
Best available mirror
Download and Install
Install from File
Other Installed Versions:
Close

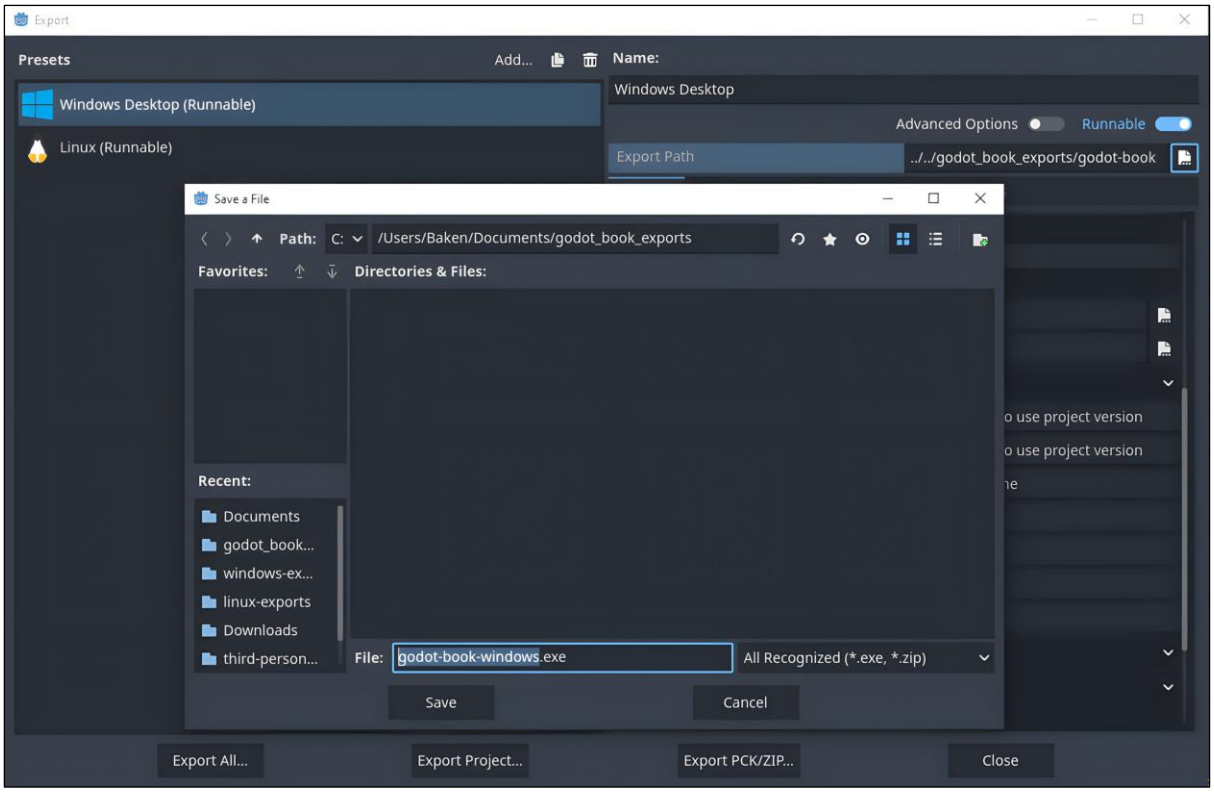

Export
Presets
Add...
Windows Desktop (Runnable)
Name:
Windows Desktop
Runnable
Export Path
Options
Resources
Features
Encryption
Custom Template
Debug
Release
Debug
Export Console Wrapper
Debug Only
Binary Format
Embed PCK
On
Architecture
x86_64
Texture Format
BPTC
On
S3TC
On
ETC
On
ETC2
On
Codesign
- The rcedit tool must be configured in the Editor Settings (Export > Windows > rcedit) to change the icon or app information data.
Export All...
Export Project...
Export PCK/ZIP...
Close

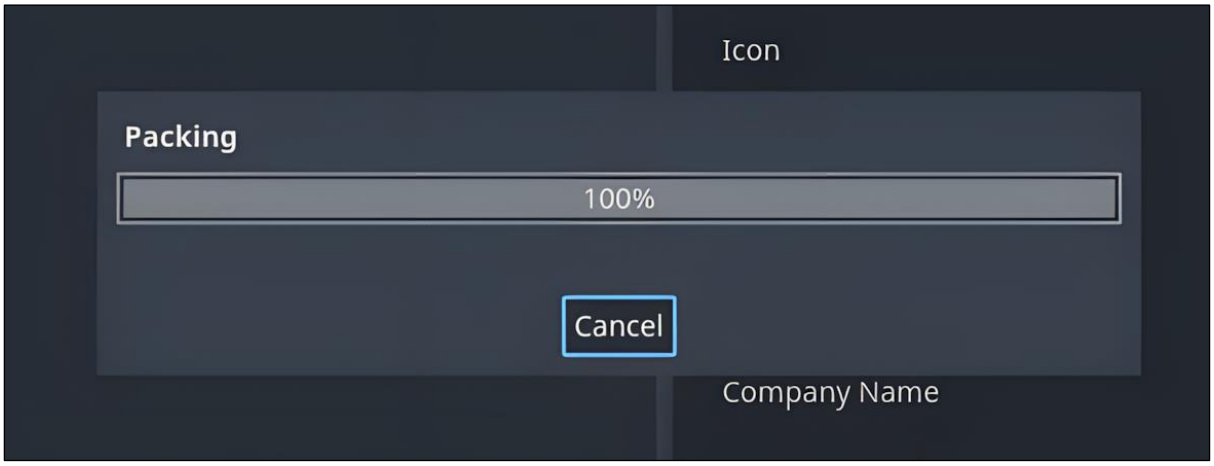

Options
Resources
Features
Encryption
Export Mode:
Export all resources in the project
Filters to export non-resource files/folders
(comma-separated, e.g: *.json, *.txt, docs/*)
Filters to exclude files/folders from project
(comma-separated, e.g: *.json, *.txt, docs/*)

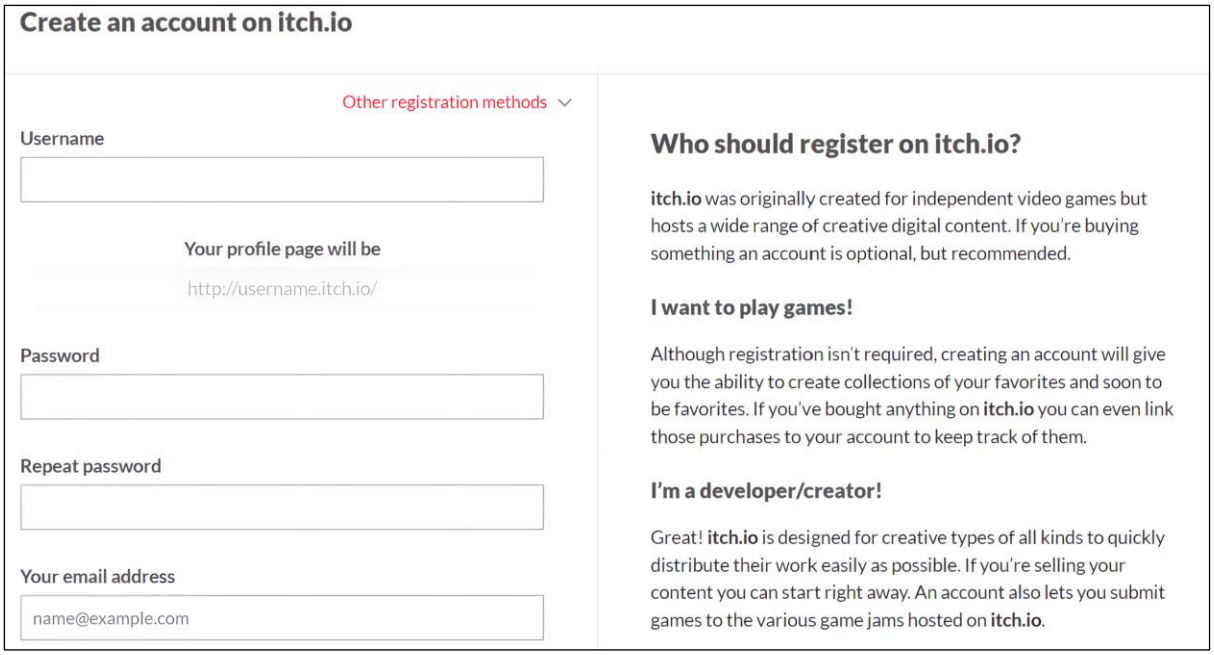

Export Mode:
Export all resources in the project
Export all resources in the project
Export selected scenes (and dependencies)
Export selected resources (and dependencies)
Export all resources in the project except resources checked below
Export as dedicated server

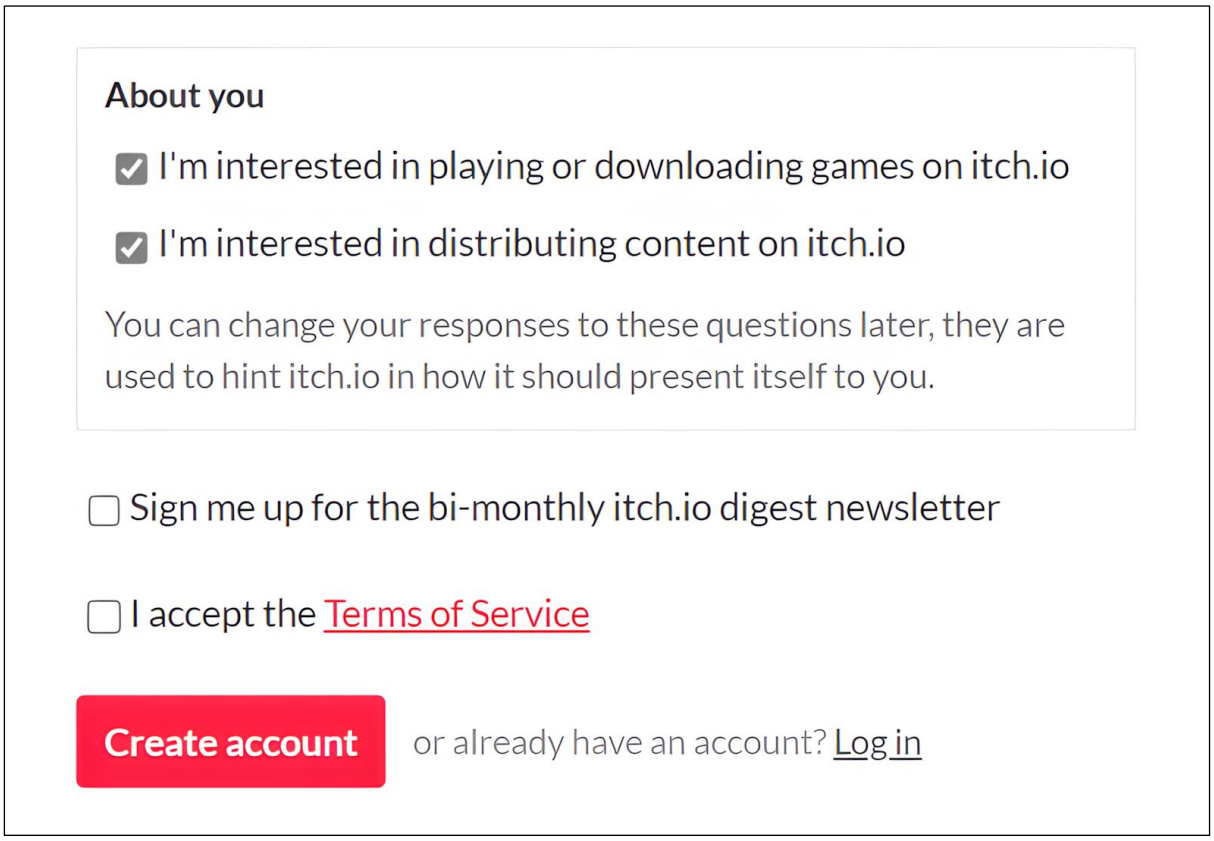

Export Mode:
Export selected scenes (and dependencies)
Resources to export:
/
player/
mannequiny-0.3.0.glb
Player.tscn
user_interface/
MainMenu.tscn
PauseMenu.tscn
Settings.tscn

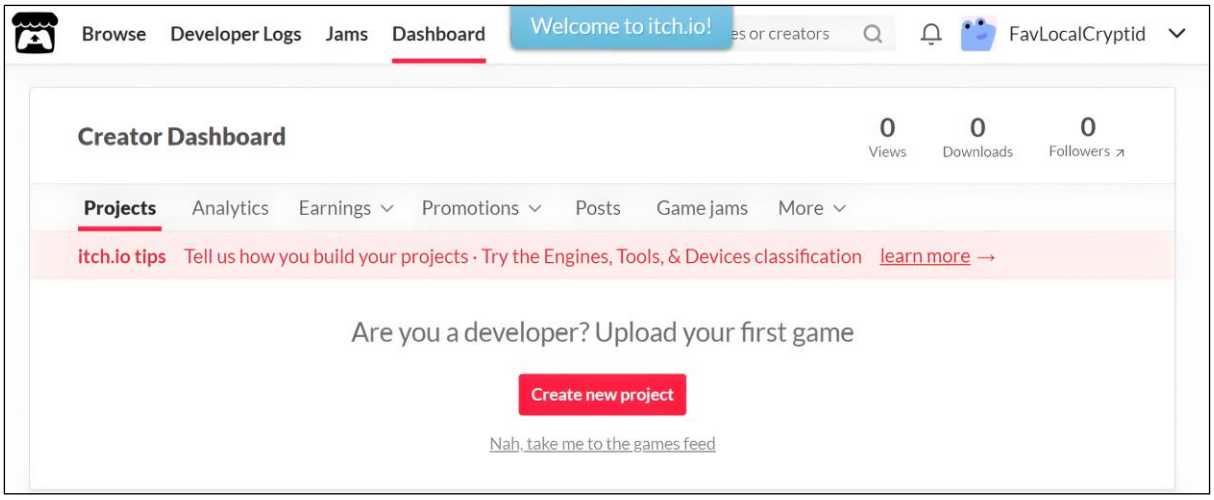

Filters to export non-resource files/folders
(comma-separated, e.g: *.json, *.txt, docs/*)
Filters to exclude files/folders from project
(comma-separated, e.g: *.json, *.txt, docs/*)


Export
Presets
Add...
Name:
Windows Desktop (Runnable)
Linux (Runnable)
Windows Desktop
Advanced Options
Runnable
Export Path
../../godot_book_exports/godot-book
Save a File
Path:
C:
/Users/Baken/Documents/godot_book_exports
Favorites:
Directories & Files:
Recent:
Documents
godot_book...
windows-ex...
linux-exports
Downloads
third-person...
File:
godot-book-windows.exe
All Recognized (*.exe, *.zip)
Save
Cancel
o use project version
o use project version
Export All...
Export Project...
Export PCK/ZIP...
Close


Icon
Packing
100%
Cancel
Company Name


Create an account on itch.io
Other registration methods
Username
Your profile page will be
http://username.itch.io/
Password
Repeat password
Your email address
name@example.com
Who should register on itch.io?
itch.io was originally created for independent video games but hosts a wide range of creative digital content. If you're buying something an account is optional, but recommended.
I want to play games!
Although registration isn't required, creating an account will give you the ability to create collections of your favorites and soon to be favorites. If you've bought anything on itch.io you can even link those purchases to your account to keep track of them.
I'm a developer/creator!
Great! itch.io is designed for creative types of all kinds to quickly distribute their work easily as possible. If you're selling your content you can start right away. An account also lets you submit games to the various game jams hosted on itch.io.


About you
I'm interested in playing or downloading games on itch.io
I'm interested in distributing content on itch.io
You can change your responses to these questions later, they are used to hint itch.io in how it should present itself to you.
Sign me up for the bi-monthly itch.io digest newsletter
I accept the Terms of Service
Create account
or already have an account? Log in


Browse
Developer Logs
Jams
Dashboard
Welcome to itch.io!
FavLocalCryptid
Creator Dashboard
0
Views
0
Downloads
0
Followers
Projects
Analytics
Earnings
Promotions
Posts
Game jams
More
itch.io tips
Tell us how you build your projects · Try the Engines, Tools, & Devices classification
learn more →
Are you a developer? Upload your first game
Create new project
Nah, take me to the games feed

Create a new project

You don't have payment configured If you set a minimum price above 0 no one will be able

Make sure everyone can find your page
Review our quality guidelines before posting your project

Title

Project URL

https://favlocalcryptid.itch.io/

Short description or tagline
Shown when we link to your project. Avoid duplicating your project's title

Optional

Classification
What are you uploading?

Games — A piece of software you can play

Kind of project

Downloadable — You only have files to be downloaded

TIP *You can add additional downloadable files for any of the types above*

Release status

Released — Project is complete, but might receive some updates

Pricing

☐ $0 or donate ☐ Paid ☑ No payments

The project's files will be freely available and no donations can be made

Uploads

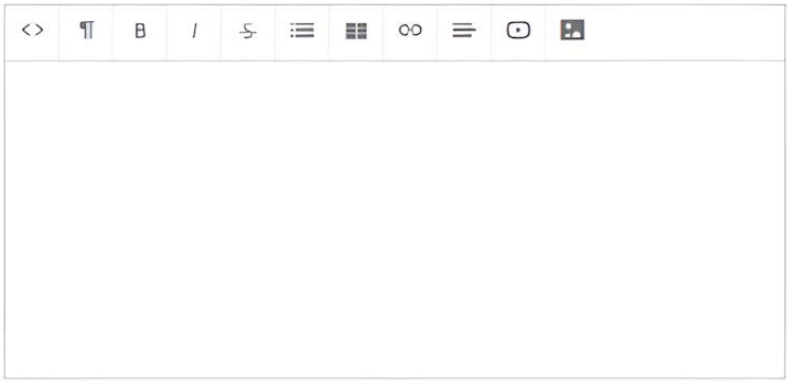
Upload files or Choose from Dropbox Add External file ?

File size limit: 1 GB. Contact us if you need more space

TIP *Use **butler** to upload files: it only uploads what's changed, generates patches for the itch.io app, and you can automate it. Get started!*

Details

Description — This will make up the content of your game page.



Genre

Select the category that best describes your game. You can pick additional genres with tags below

No genre

Tags — Tips for choosing tags

Any other keywords someone might search to find your game. Max of 10.

Avoid using the genre or platforms provided above.

Click to view options, type to filter or enter custom tag

AI generation disclosure NEW — Learn more →

Please disclose if this project contains content produced by generative AI tools such as LLMs, ChatGPT, Midjourney, Stable Diffusion, etc., even if you hand-edited it.

- ○ Yes — This project contains the output of Generative AI
- ○ No — This project does not contain the output of Generative AI

App store links

If your project is available on any other stores we'll link to it.

+ Steam + Apple App Store + Google Play + Amazon App Store + Windows Store

Custom noun

You can change how itch.io refers to your project by providing a custom noun.

Leave blank to default to: 'game'.

Optional

Community

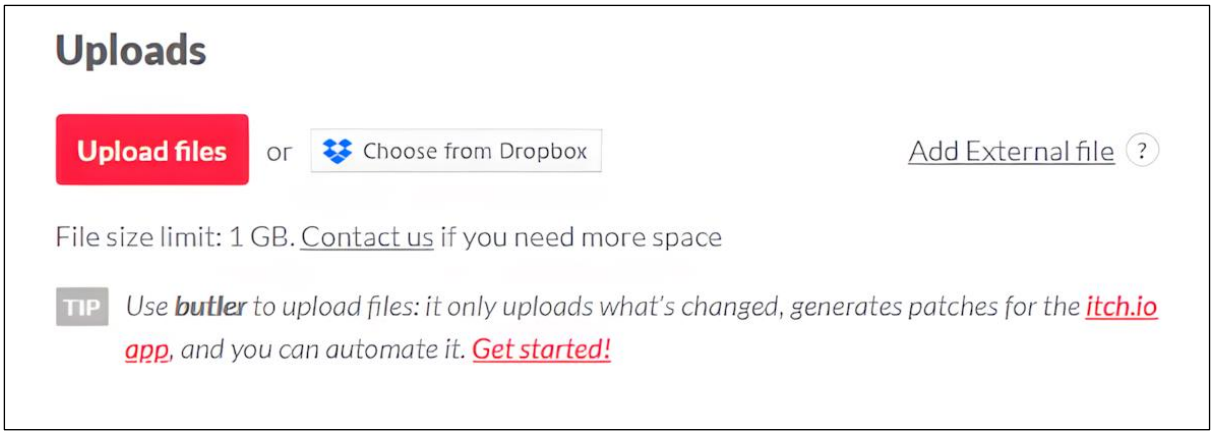
Build a community for your project by letting people post to your page.

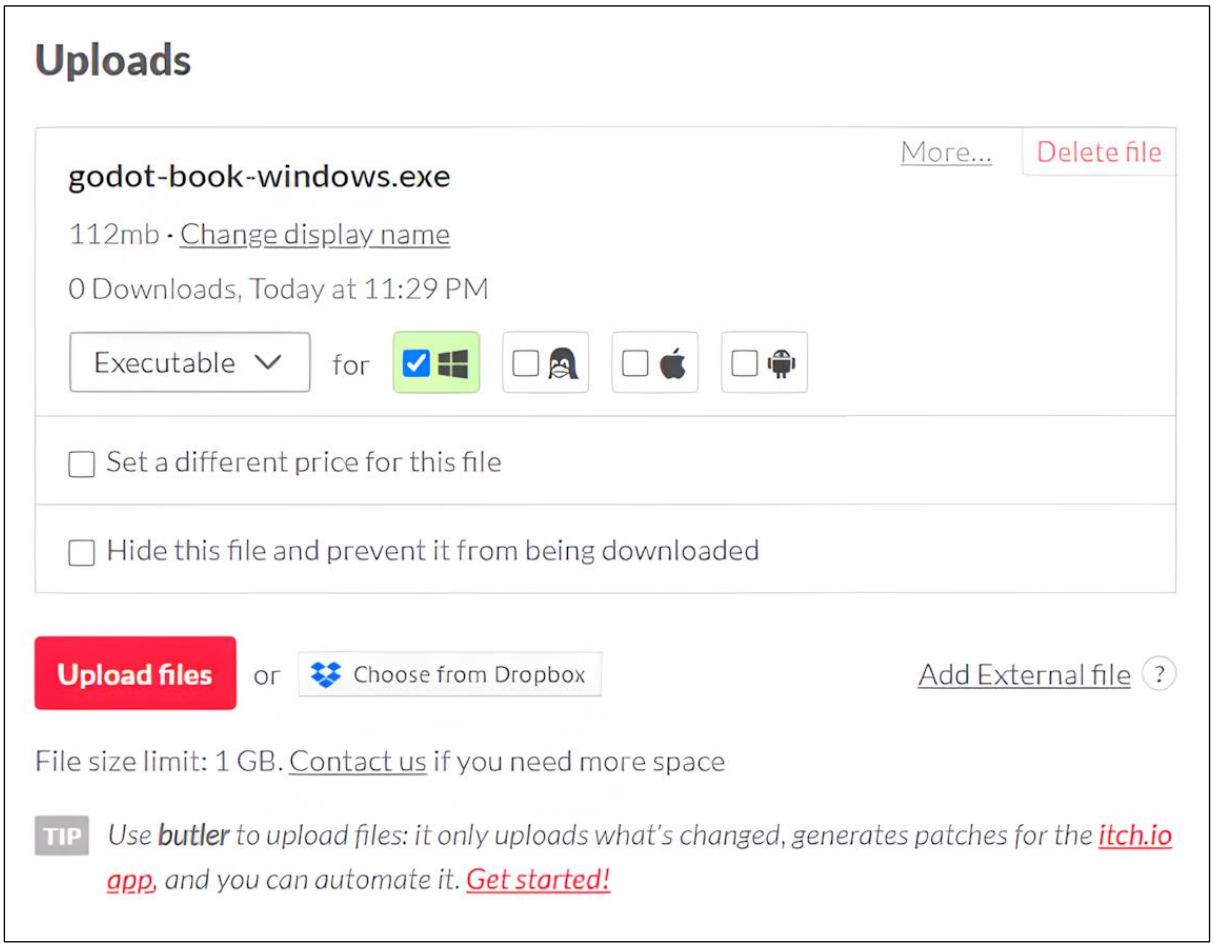
- ○ Disabled
- ◉ Comments — Add a nested comment thread to the bottom of the project page
- ○ Discussion board — Add a dedicated community page with categories, threads, replies & more

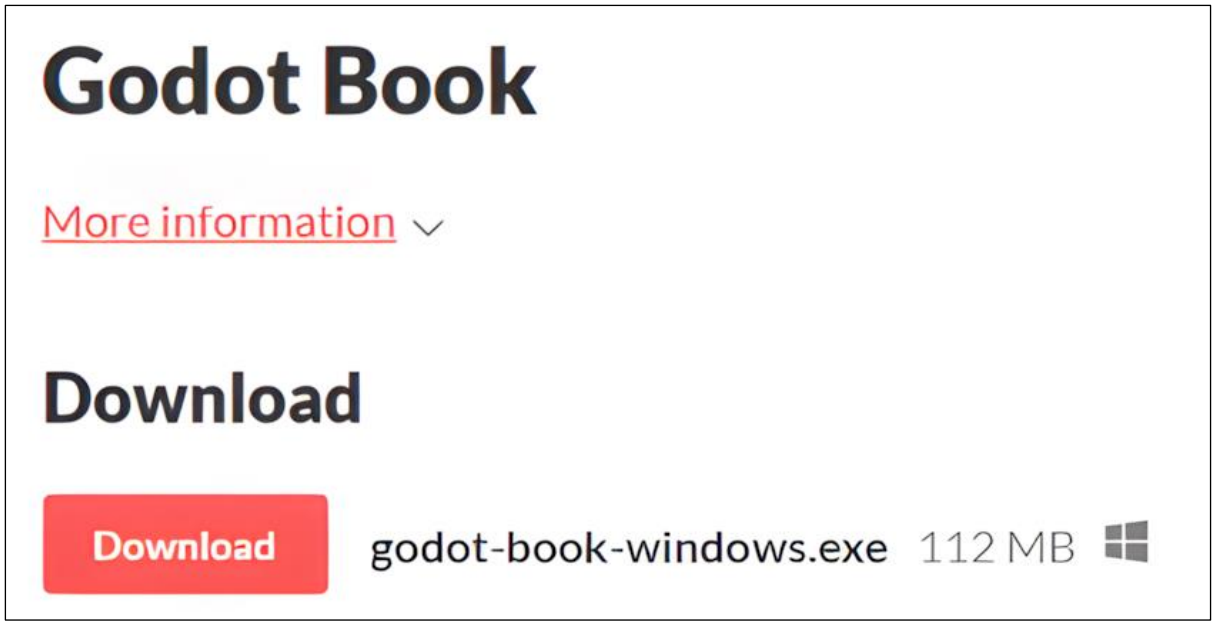
Visibility & access

Use Draft to review your page before making it public. Learn more about access modes

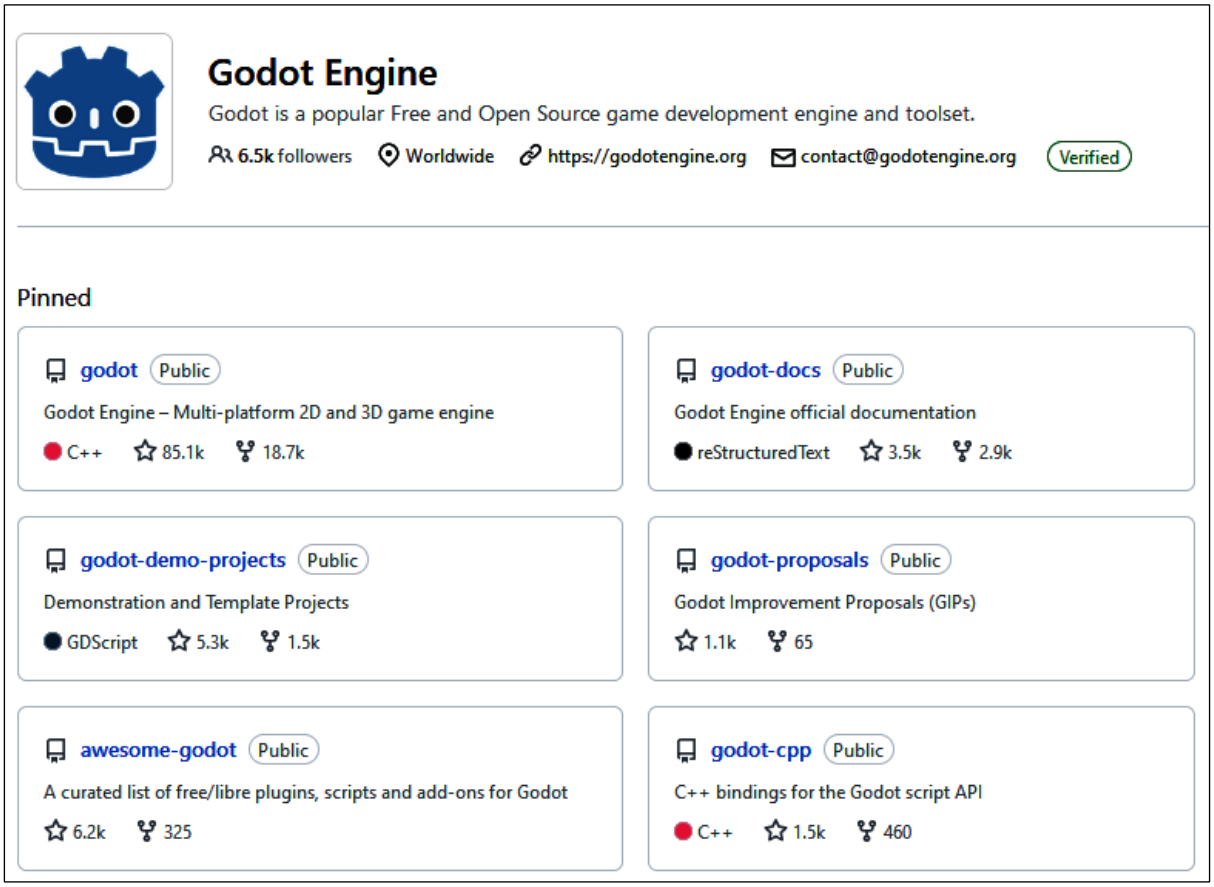
- ◉ Draft — Only those who can edit the project can view the page
- ○ Restricted — Only owners & authorized people can view the page
- ○ Public — Anyone can view the page, you can enable this after you've saved

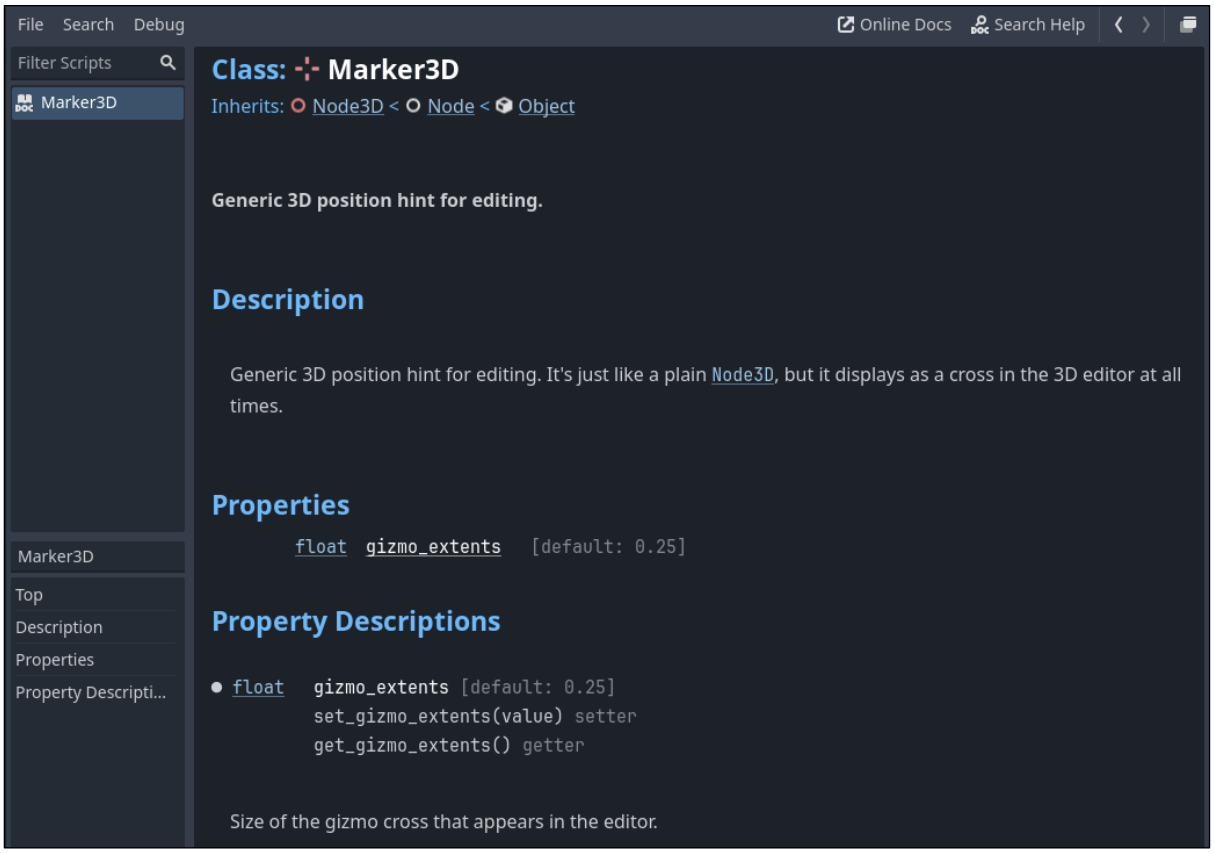

Uploads
Upload files
or
Choose from Dropbox
Add External file
File size limit: 1 GB. Contact us if you need more space
TIP
Use butler to upload files: it only uploads what's changed, generates patches for the itch.io app, and you can automate it. Get started!

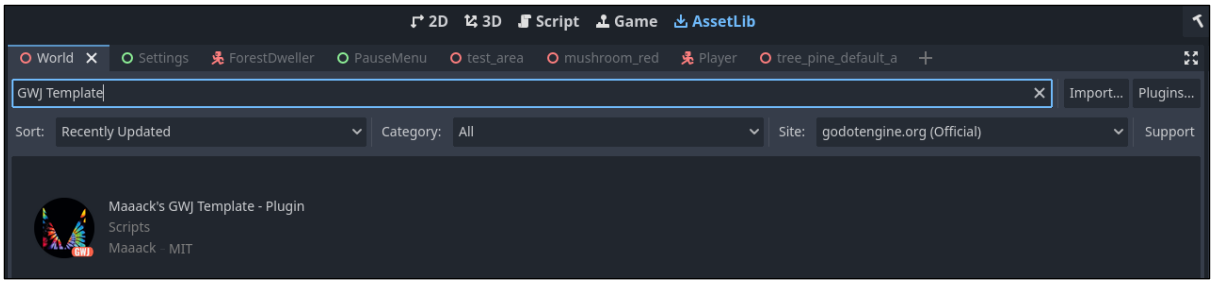

Uploads
More...
Delete file
godot-book-windows.exe
112mb · Change display name
0 Downloads, Today at 11:29 PM
Executable
for
Set a different price for this file
Hide this file and prevent it from being downloaded
Upload files
or
Choose from Dropbox
Add External file
File size limit: 1 GB. Contact us if you need more space
TIP
Use butler to upload files: it only uploads what's changed, generates patches for the itch.io app, and you can automate it. Get started!


Godot Book
More information
Download
Download
godot-book-windows.exe
112 MB

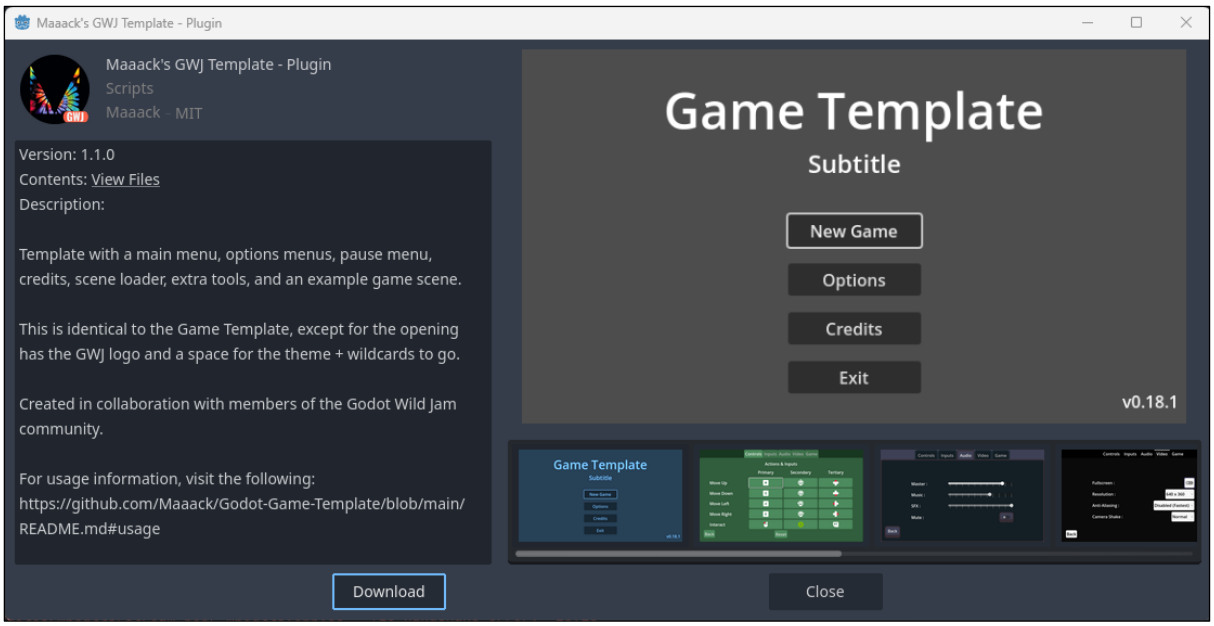
Chapter 12: Contributing to Godot and Additional Resources

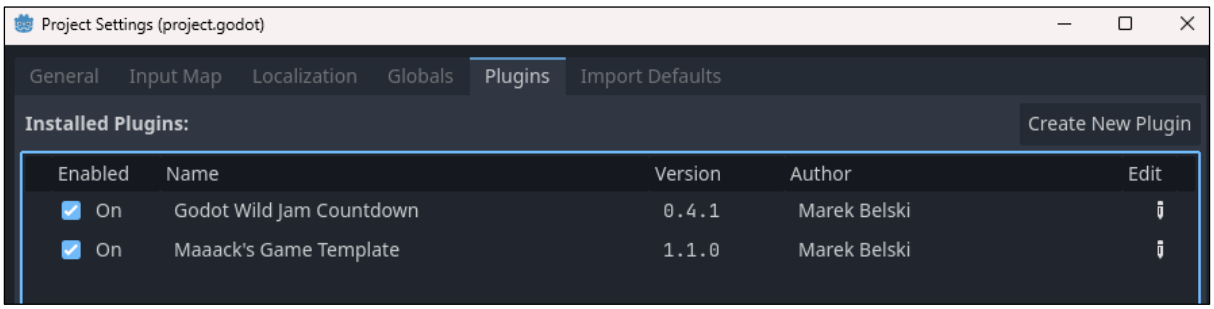




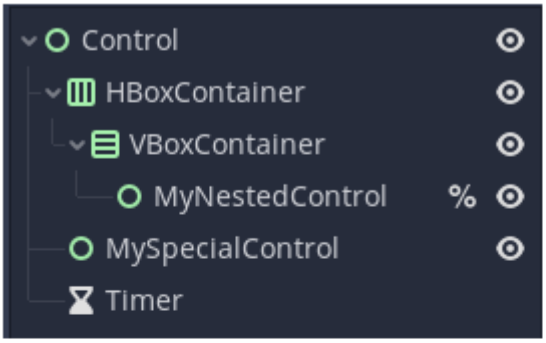

2D
3D
Script
Game
AssetLib
World
Settings
ForestDweller
PauseMenu
test_area
mushroom_red
Player
tree_pine_default_a
GWJ Template
Import...
Plugins...
Sort:
Recently Updated
Category:
All
Site:
godotengine.org (Official)
Support
Maaack's GWJ Template - Plugin
Scripts
Maaack - MIT


Maaack's GWJ Template - Plugin
Scripts
4.3
Community
MIT
Maaack
1.1.0 | 2025-07-17


Maaack's GWJ Template - Plugin
Maaack's GWJ Template - Plugin
Scripts
Maaack - MIT
Version: 1.1.0
Contents: View Files
Description:
Template with a main menu, options menus, pause menu, credits, scene loader, extra tools, and an example game scene.
This is identical to the Game Template, except for the opening has the GWJ logo and a space for the theme + wildcards to go.
Created in collaboration with members of the Godot Wild Jam community.
For usage information, visit the following: https://github.com/Maaack/Godot-Game-Template/blob/main/README.md#usage
Download
Game Template
Subtitle
New Game
Options
Credits
Exit
v0.18.1
Close


Project Settings (project.godot)
General
Input Map
Localization
Globals
Plugins
Import Defaults
Installed Plugins:
Create New Plugin
Enabled
Name
Version
Author
Edit
On
Godot Wild Jam Countdown
0.4.1
Marek Belski
On
Maaack's Game Template
1.1.0
Marek Belski

Scene Tree:



Code:

```
using Godot;
using Godot.Sharp.Extras;

public partial class MyNode : Control {
    [NodePath] Control _mySpecialControl = null;
    [NodePath] Control MyNestedControl = null;
    [NodePath] Timer Countdown = null;

    public override void _Ready() {
      this.OnReady();
    }
}
```

```
// Character variables. We track just two, using a +/- scale
VAR forceful = 0
VAR evasive = 0


// Inventory Items
VAR teacup = false
VAR gotcomponent = false


// Story states: these can be done using read counts of knots; or functions that collect up more complex logic; or variables
VAR drugged = false
VAR hooper_mentioned = false

VAR losttemper = false
VAR admitblackmail = false

// what kind of clue did we pass to Hooper?
CONST NONE = 0
CONST STRAIGHT = 1
CONST CHESS = 2
CONST CROSSWORD = 3
VAR hooperClueType = NONE

VAR hooperConfessed = false

CONST SHOE = 1
CONST BUCKET = 2
VAR smashingWindowItem = NONE

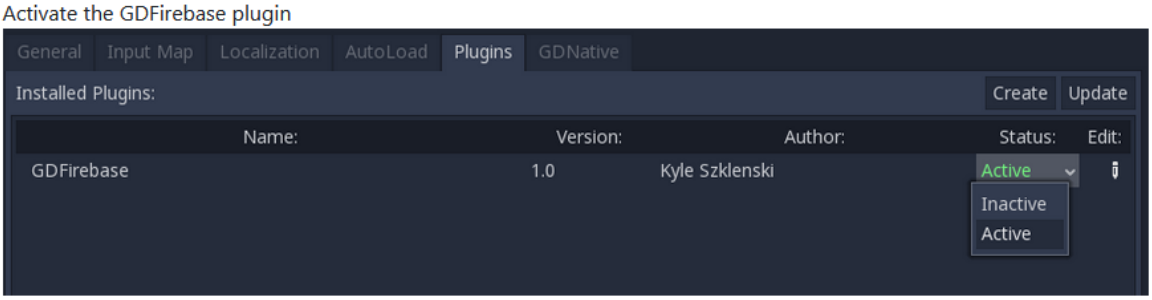
VAR notraitor = false
VAR revealedhooperasculprit = false
VAR smashedglass = false
VAR muddyshoes = false

VAR framedhooper = false

```

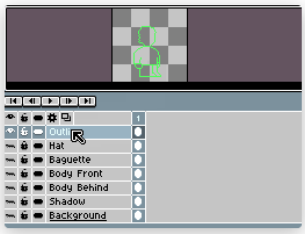
Installation

1. Install this plugin:
   i. **[recommended]** Copy this repository and extract all of the `GodotFirebase-main` contents (`addons/` folder including `.env` file) to the root of your project at `res://`
   --- or ---
   ii. **[not recommended - always check version]** Install this addon from the AssetLibrary inside Godot Engine's Editor: go to the `AssetLib` panel on the top bar and look for `GodotFirebase`. When choosing which folders to install, **only check `addons/` folder and `.env` file**
2. Open your Project Settings
3. Go to Plugins
4. Activate the GDFirebase plugin



5. From there, you will have an autoload singleton with the variables Auth and Database. Reference it by using Firebase.Auth, etc.

Organize Layers



Create, copy, move, drag & drop layers.

Animate



Create, copy, move, link, drag & drop frames or cels.

Tag Frames



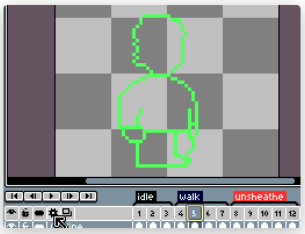
Include several animations in the same file tagging sections.

Playback Modes



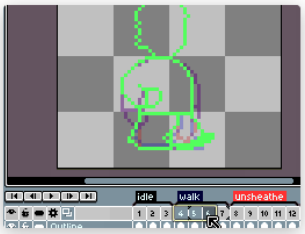
Loop a section in forward, reverse, ping-pong modes. Change preview speed.

Onion Skin

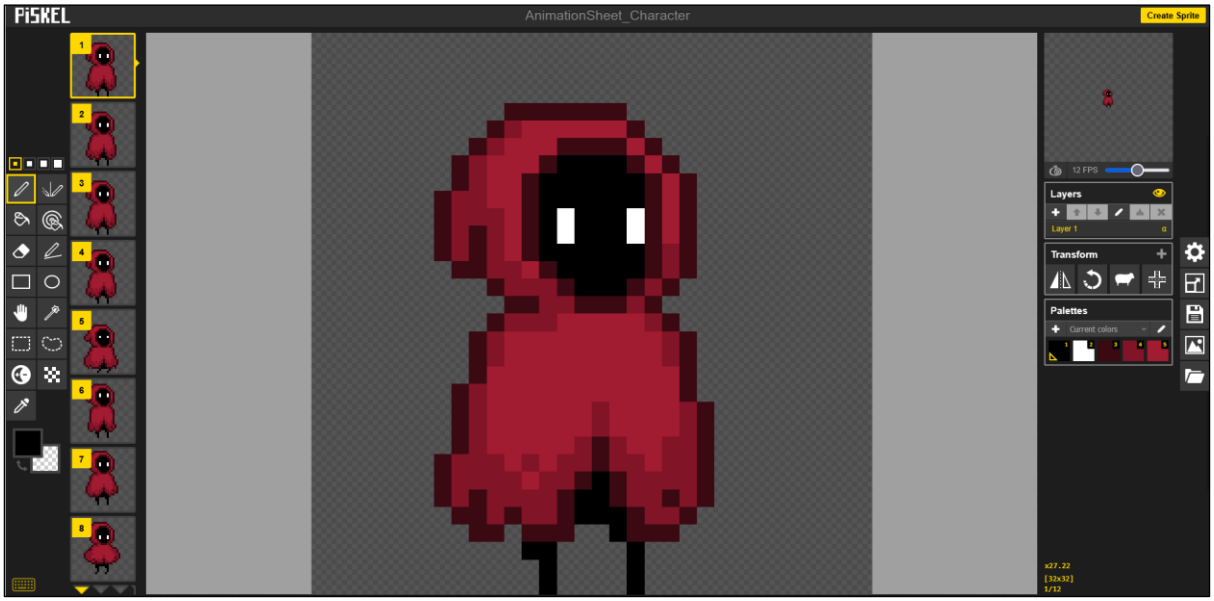


See other frames as reference to animate.

Red/Blue Mode



Choose different onion skin modes.



README | Code of conduct | MIT license | Security

Godot Engine

GODOT
Game engine

2D and 3D cross-platform game engine

Godot Engine is a feature-packed, cross-platform game engine to create 2D and 3D games from a unified interface. It provides a comprehensive set of common tools, so that users can focus on making games without having to reinvent the wheel. Games can be exported with one click to a number of platforms, including the major desktop platforms (Linux, macOS, Windows), mobile platforms (Android, iOS), as well as Web-based platforms and consoles.

Free, open source and community-driven

GODOT WILD JAM

SHOP ABOUT WILDLINGS PAST JAMS DISCORD

JAM #88

MOMENTUM

JAM ENDS IN

05 DAYS 14 HOURS 16 MINUTES 52 SECONDS

Join the Jam → | Our Discord

Godot Wild Jam occurs on the second Friday of every month for nine days!

WILDCARDS



Wildcards are an **optional limitation** to add a unique challenge in addition to the theme.
Pick one, none, or all; it's up to you! Ignoring wildcards entirely does not affect score.

LAST JAM WINNER

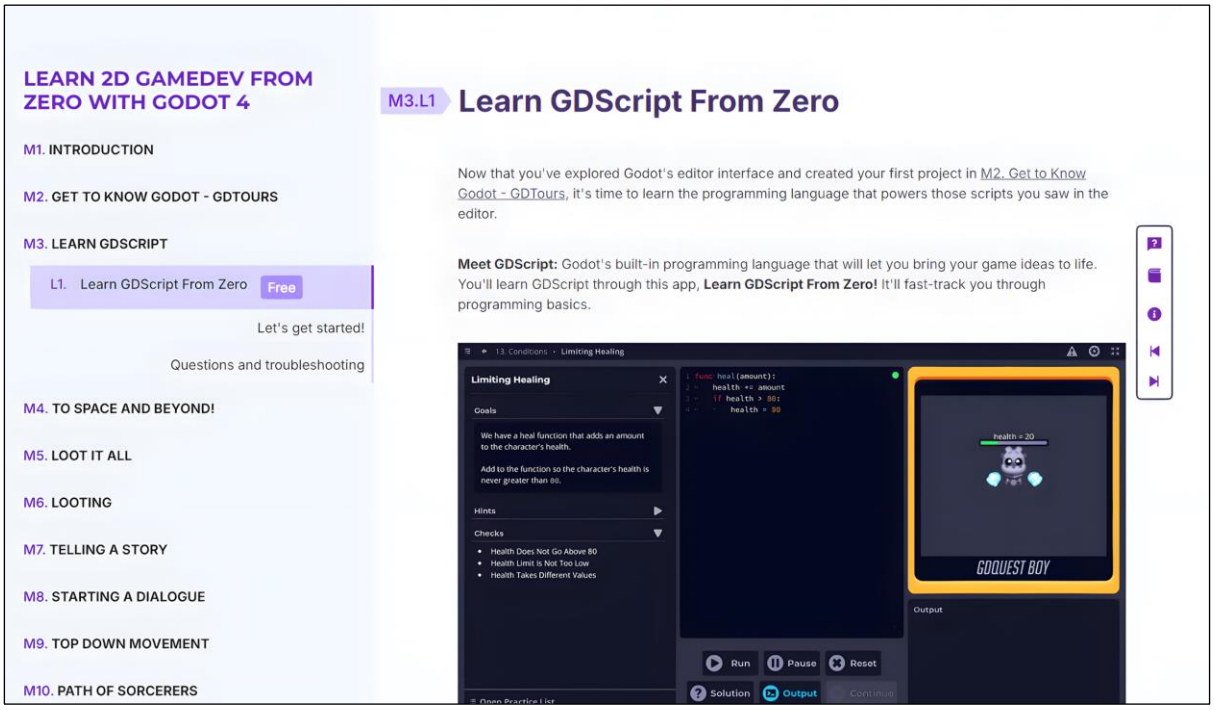


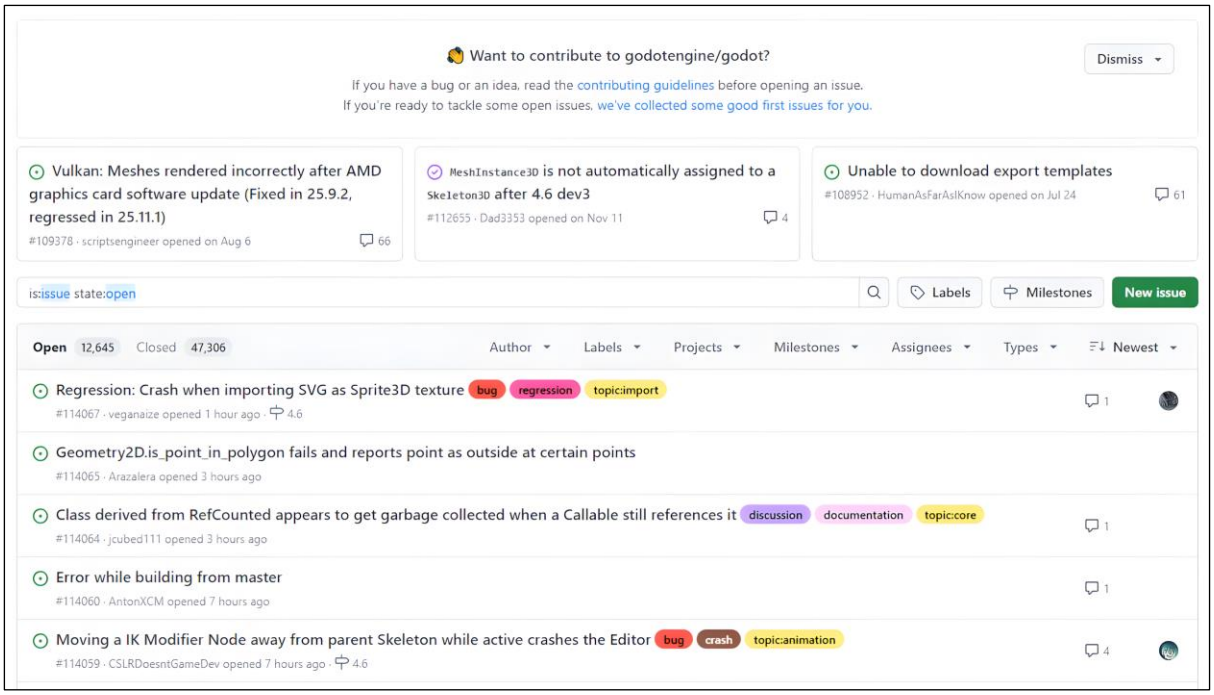
The Moving Sands
Blatalzar, Voncapel

In "The Moving Sands," you're tasked with helping a civilization thrive in the desert. But decay is inevitable, and the sands will claim back what's theirs. Create powerful combos and outrun the sands themselves.

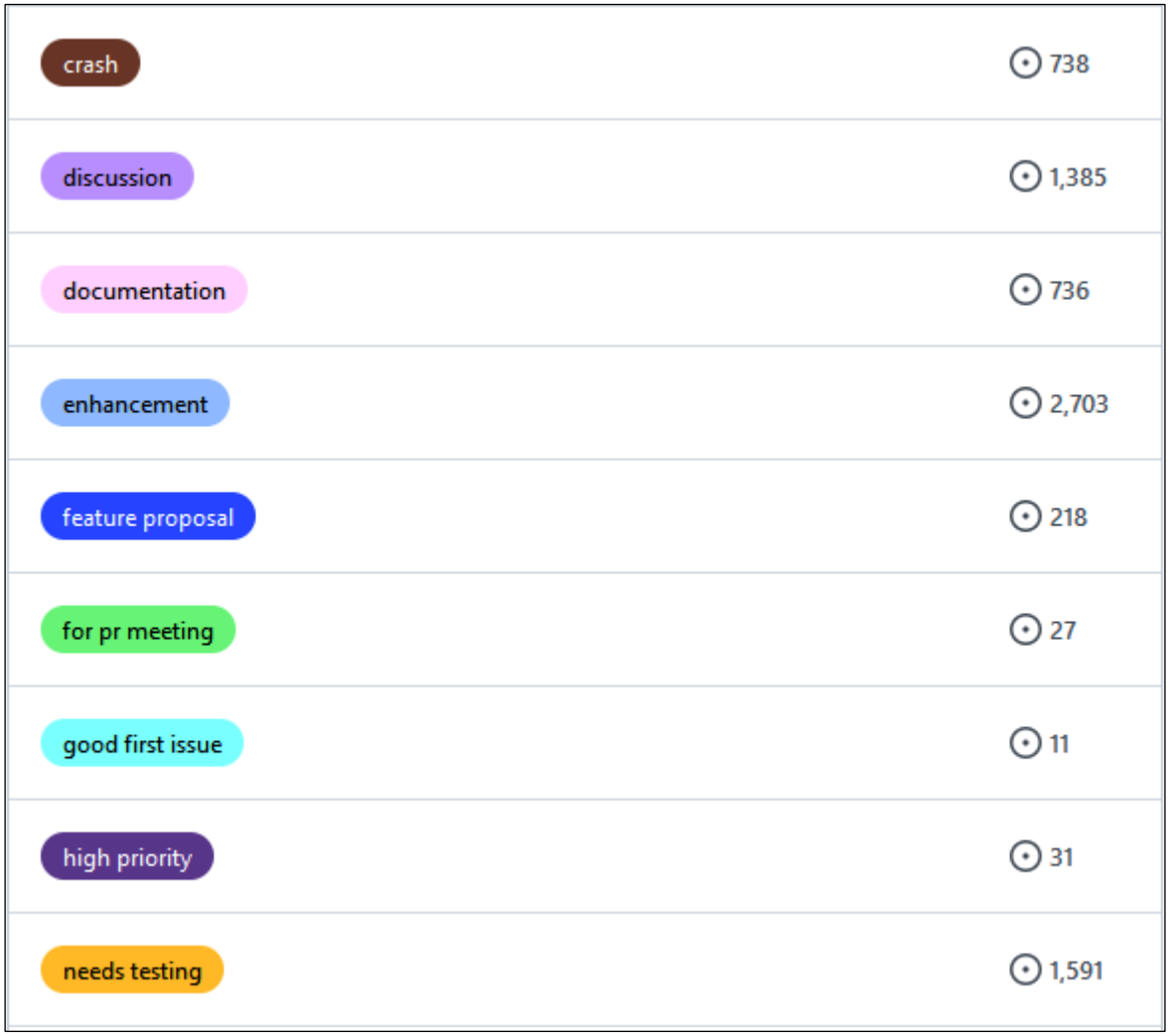
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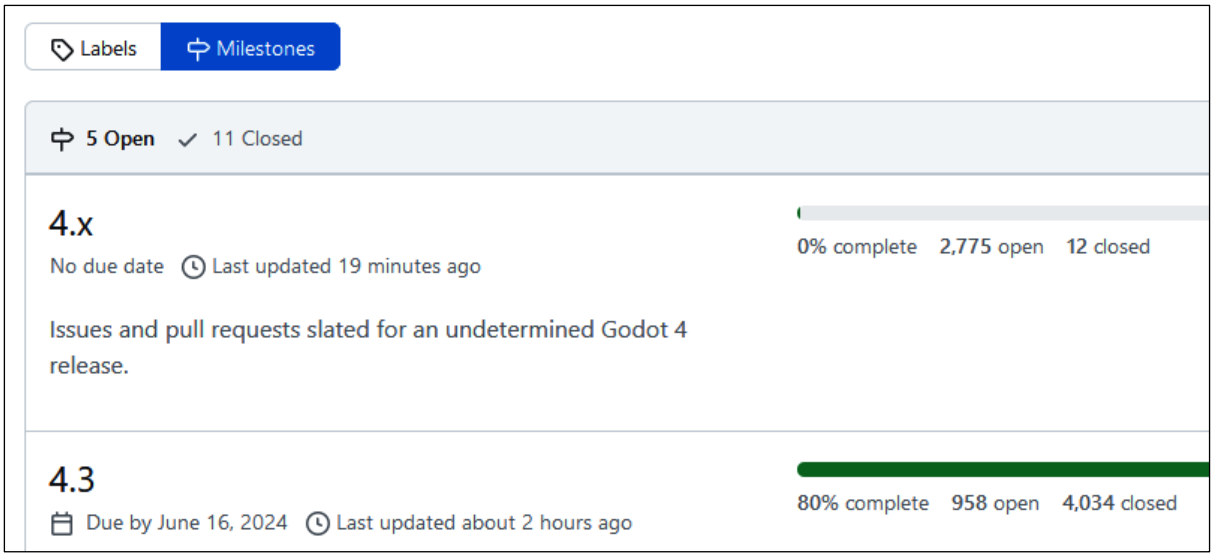

Chickensoft
Open source tools for Godot and C#.
Chickensoft
GitHub
Discord
Read the docs!
Game Demo
Setup Guide

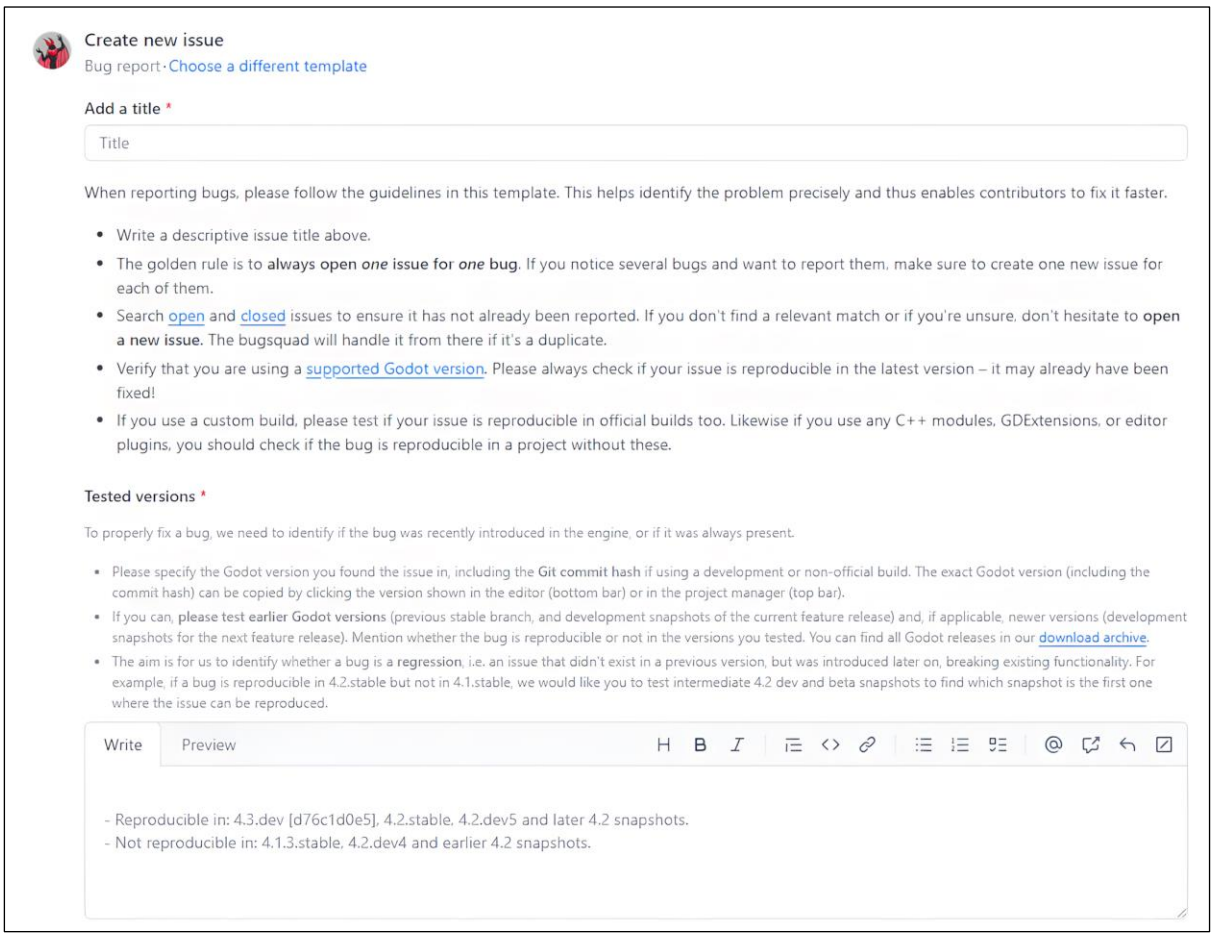

LEARN 2D GAMEDEV FROM ZERO WITH GODOT 4
M1. INTRODUCTION
M2. GET TO KNOW GODOT - GDTOURS
M3. LEARN GDSCRIPT
L1. Learn GDScript From Zero
Free
Let's get started!
Questions and troubleshooting
M4. TO SPACE AND BEYOND!
M5. LOOT IT ALL
M6. LOOTING
M7. TELLING A STORY
M8. STARTING A DIALOGUE
M9. TOP DOWN MOVEMENT
M10. PATH OF SORCERERS
M3.L1
Learn GDScript From Zero
Now that you've explored Godot's editor interface and created your first project in M2. Get to Know Godot - GDTours, it's time to learn the programming language that powers those scripts you saw in the editor.
Meet GDScript: Godot's built-in programming language that will let you bring your game ideas to life. You'll learn GDScript through this app, Learn GDScript From Zero! It'll fast-track you through programming basics.
13. Conditions · Limiting Healing
Limiting Healing
Goals
We have a heal function that adds an amount to the character's health.
Add to the function so the character's health is never greater than 80.
Hints
Checks
Health Does Not Go Above 80
Health Limit is Not Too Low
Health Takes Different Values
Run
Pause
Reset
Solution
Output
health + 20
GDQUEST BOY
Output


Want to contribute to godotengine/godot?
Dismiss
If you have a bug or an idea, read the contributing guidelines before opening an issue.
If you're ready to tackle some open issues, we've collected some good first issues for you.
Vulkan: Meshes rendered incorrectly after AMD graphics card software update (Fixed in 25.9.2, regressed in 25.11.1)
#109378 · scriptsengineer opened on Aug 6
66
MeshInstance3D is not automatically assigned to a Skeleton3D after 4.6 dev3
#112655 · Dad3353 opened on Nov 11
4
Unable to download export templates
#108952 · HumanAsFarAsIKnow opened on Jul 24
61
is:issue state:open
Labels
Milestones
New issue
Open 12,645
Closed 47,306
Author
Labels
Projects
Milestones
Assignees
Types
Newest
Regression: Crash when importing SVG as Sprite3D texture
bug
regression
topic:import
#114067 · veganaize opened 1 hour ago · 4.6
1
Geometry2D.is_point_in_polygon fails and reports point as outside at certain points
#114065 · Arazalera opened 3 hours ago
Class derived from RefCounted appears to get garbage collected when a Callable still references it
discussion
documentation
topic:core
#114064 · jcubed111 opened 3 hours ago
1
Error while building from master
#114060 · AntonXCM opened 7 hours ago
1
Moving a IK Modifier Node away from parent Skeleton while active crashes the Editor
bug
crash
topic:animation
#114059 · CSLRDoesntGameDev opened 7 hours ago · 4.6
4


Labels 61
Milestones 5
New issue


crash
738
discussion
1,385
documentation
736
enhancement
2,703
feature proposal
218
for pr meeting
27
good first issue
11
high priority
31
needs testing
1,591


Labels
Milestones
5 Open
11 Closed
4.x
No due date
Last updated 19 minutes ago
Issues and pull requests slated for an undetermined Godot 4 release.
0% complete
2,775 open
12 closed
4.3
Due by June 16, 2024
Last updated about 2 hours ago
80% complete
958 open
4,034 closed


Create new issue
Bug report · Choose a different template
Add a title *
Title
When reporting bugs, please follow the guidelines in this template. This helps identify the problem precisely and thus enables contributors to fix it faster.
Write a descriptive issue title above.
The golden rule is to always open one issue for one bug. If you notice several bugs and want to report them, make sure to create one new issue for each of them.
Search open and closed issues to ensure it has not already been reported. If you don't find a relevant match or if you're unsure, don't hesitate to open a new issue. The bugsquad will handle it from there if it's a duplicate.
Verify that you are using a supported Godot version. Please always check if your issue is reproducible in the latest version – it may already have been fixed!
If you use a custom build, please test if your issue is reproducible in official builds too. Likewise if you use any C++ modules, GDExtensions, or editor plugins, you should check if the bug is reproducible in a project without these.
Tested versions *
To properly fix a bug, we need to identify if the bug was recently introduced in the engine, or if it was always present.
Please specify the Godot version you found the issue in, including the Git commit hash if using a development or non-official build. The exact Godot version (including the commit hash) can be copied by clicking the version shown in the editor (bottom bar) or in the project manager (top bar).
If you can, please test earlier Godot versions (previous stable branch, and development snapshots of the current feature release) and, if applicable, newer versions (development snapshots for the next feature release). Mention whether the bug is reproducible or not in the versions you tested. You can find all Godot releases in our download archive.
The aim is for us to identify whether a bug is a regression, i.e. an issue that didn't exist in a previous version, but was introduced later on, breaking existing functionality. For example, if a bug is reproducible in 4.2.stable but not in 4.1.stable, we would like you to test intermediate 4.2 dev and beta snapshots to find which snapshot is the first one where the issue can be reproduced.
Write
Preview
- Reproducible in: 4.3.dev [d76c1d0e5], 4.2.stable, 4.2.dev5 and later 4.2 snapshots.
- Not reproducible in: 4.1.3.stable, 4.2.dev4 and earlier 4.2 snapshots.

OpenGL: Environment fog does not affect sky rendering #66456

Open | 2 tracking issues | **Calinou** opened this issue on Sep 26, 2022 · 6 comments

Calinou commented on Sep 26, 2022 — Member

Godot version

4.0.beta (`53d2a9a`)

System information

Fedora 36, GeForce GTX 1080 (NVIDIA 515.65.01)

Issue description

Unlike in Vulkan, environment fog does not affect sky rendering when using the OpenGL renderer. Fog Sky Affect's value is ignored.

Fog disabled

Calinou added bug topic:rendering topic:3d on Sep 26, 2022

Calinou added this to the 4.0 milestone on Sep 26, 2022

Calinou added this to 4.x Priority Issues on Sep 26, 2022

Calinou moved this to To Assess in 4.x Priority Issues on Sep 26, 2022

Calinou mentioned this in 3 issues on Sep 26, 2022

- [TRACKER] 4.x OpenGL Compatibility renderer issues #66458
- OpenGL: Fog color is incorrect if one of the components is exactly 0 #66459
- OpenGL: Fog color is inverted if density is exactly 0 #66462

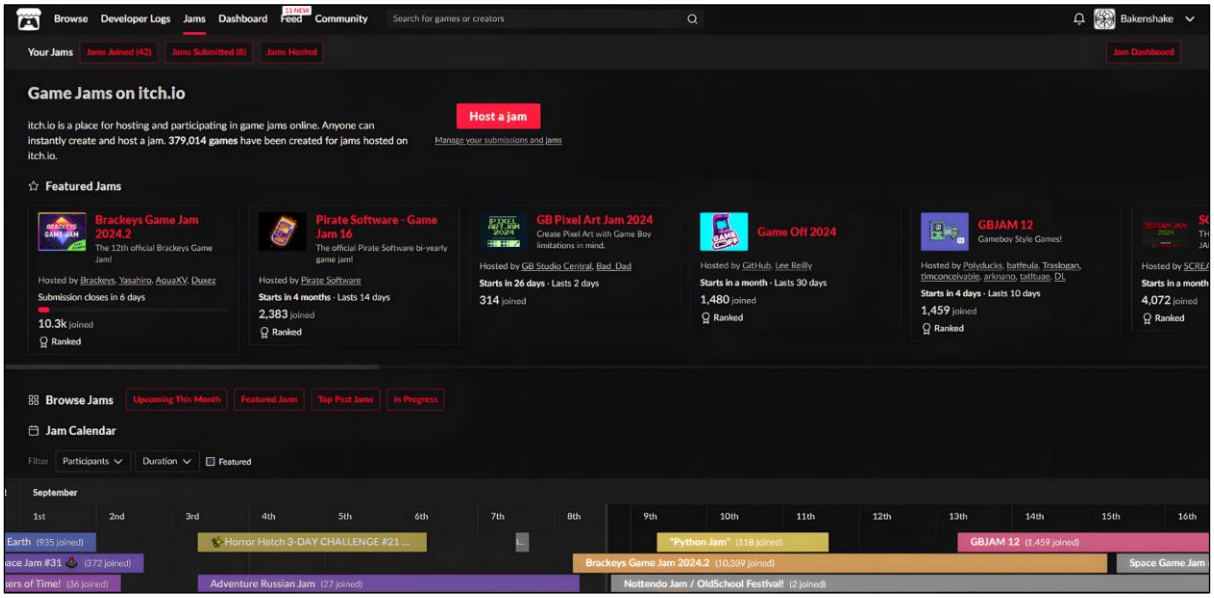
Calinou mentioned this on Dec 4, 2022

- [TRACKER] Fog and volumetric fog issues #69579

clayjohn modified the milestones: 4.0, 4.x on Jan 12, 2023

clayjohn removed this from 4.x Priority Issues on Jan 12, 2023

Chapter 13: Next Steps as a Godot Developer





Submissions open from **April 11th 2025 at 4:00 PM** to **April 20th 2025 at 4:00 PM**

Starts in | 12 *days* | 22 *hours* | 44 *minutes* | 44 *seconds*

You've joined this jam. Come to this page after the jam starts to submit your project. Leave jam

Godot Version

What version of the Godot Engine did you use?

Required

Wildcards Used

If no Wildcards were used, please put N/A

Required

Game Description

Share a blurb about your game!

Optional

How does your game tie into the theme?

Explain in one or two sentences how your game ties into the theme.

Required

Source(s)

Is your game open source? If so, put a link to it! If not, put N/A

Required

Discord Username(s)

Please include all team members in the Discord. If you, or your team, aren't in the Discord server, then please put N/A

Required

Participation Level (GWJ Only)

How many Godot Wild Jams have you joined in total?

Required