
Lura3D Engine Docs Documentation

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GENERAL

Note: Godot’s documentation is available in various languages and versions. Expand the “Read the Docs” panel at the bottom of the sidebar to see the list.

Welcome to the official documentation of Godot Engine, the free and open source community-driven 2D and 3D game engine! If you are new to this documentation, we recommend that you read the introduction page to get an overview of what this documentation has to offer.

The table of contents below and in the sidebar should let you easily access the documentation for your topic of interest. You can also use the search function in the top-left corner.

To browse the documentation offline, you can use the mirror of the documentation hosted on DevDocs. To enable offline browsing on DevDocs, you need to:

Click the three dots in the top-left corner, choose Preferences. Enable the desired version of the Godot documentation by checking the box next to it in the sidebar. Click the three dots in the top-left corner, choose Offline data. Click the Install link next to the Godot documentation. You can also download an HTML copy for offline reading (updated every Monday). Extract the ZIP archive then open the top-level index.html in a web browser.

Note

Godot Engine is an open source project developed by a community of volunteers. The documentation team can always use your feedback and help to improve the tutorials and class reference. If you don’t understand something, or cannot find what you are looking for in the docs, help us make the documentation better by letting us know!

Submit an issue or pull request on the GitHub repository, help us translate the documentation into your language, or talk to us on either the #documentation channel on Discord, or the #documentation channel on the Godot Contributors Chat!

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The main documentation for the site is organized into the following sections: