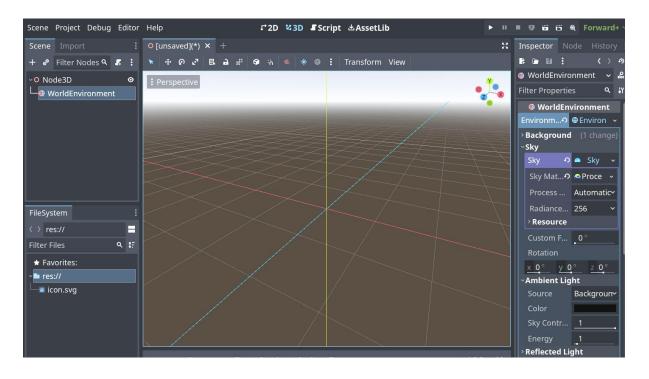
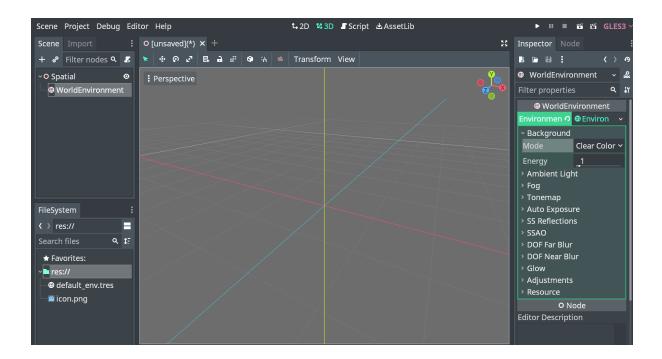


### **Chapter 01: Exploring the Godot 4 Editor**





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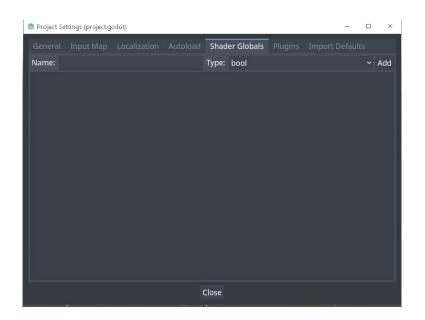
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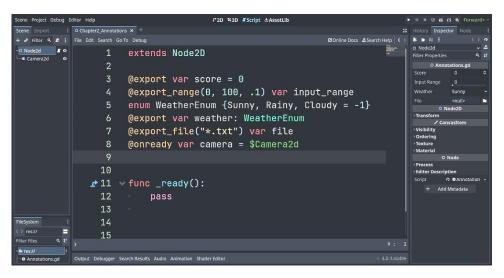
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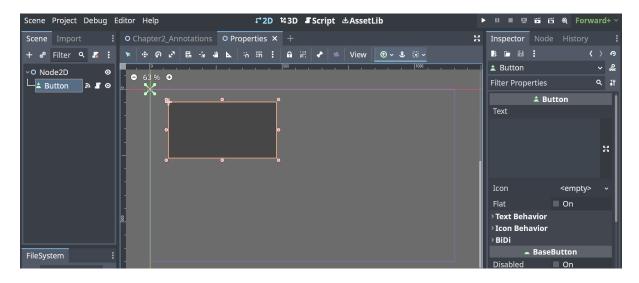
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### Chapter 02: Transitioning to GDScript 2.0





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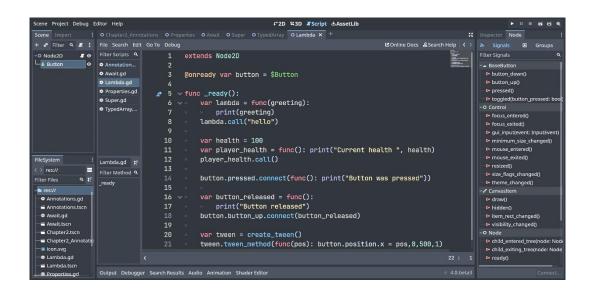
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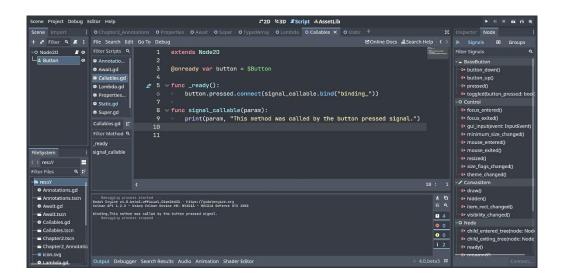
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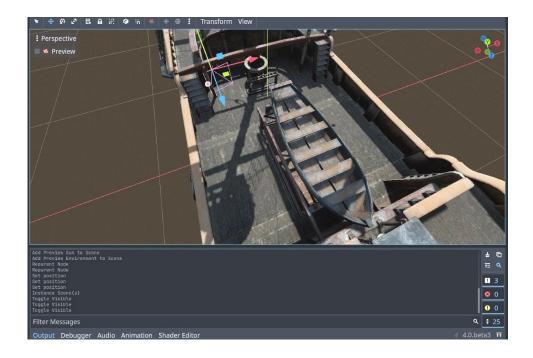


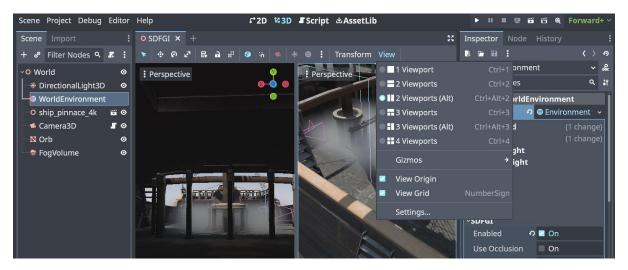
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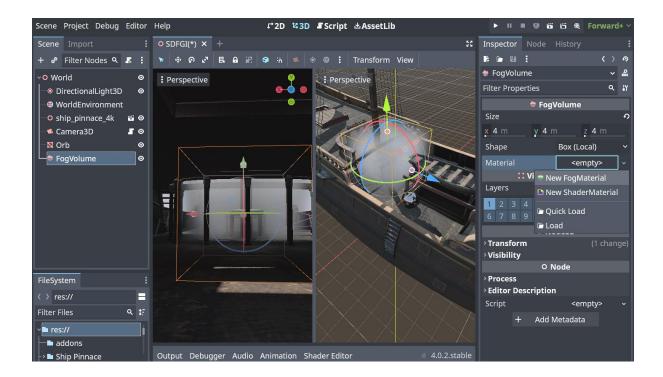
## Chapter 03: 2D and 3D Rendering with Vulkan

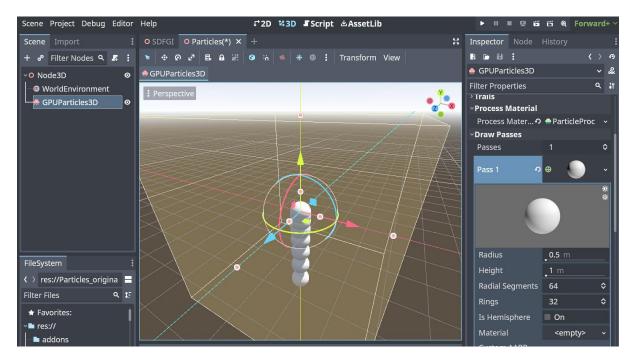


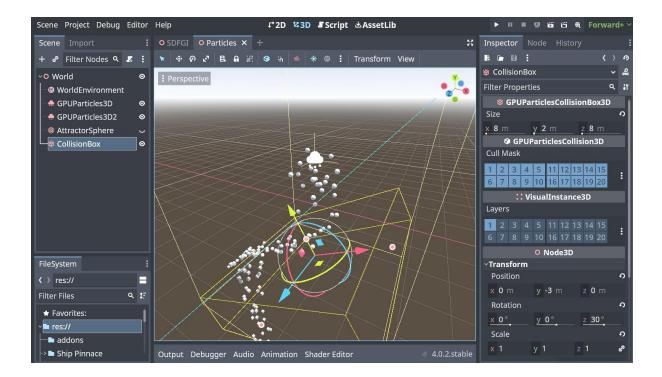
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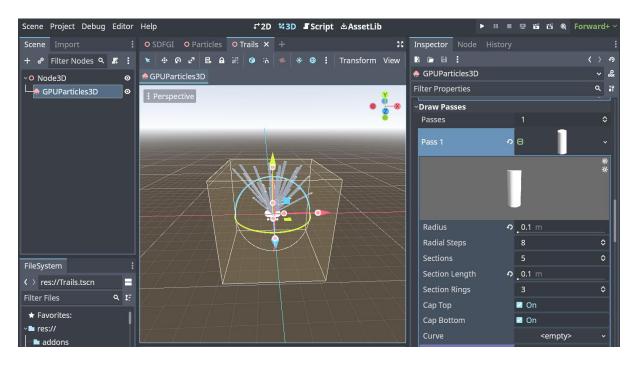


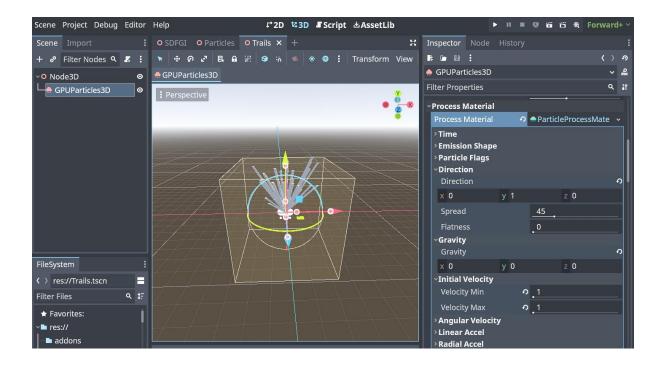


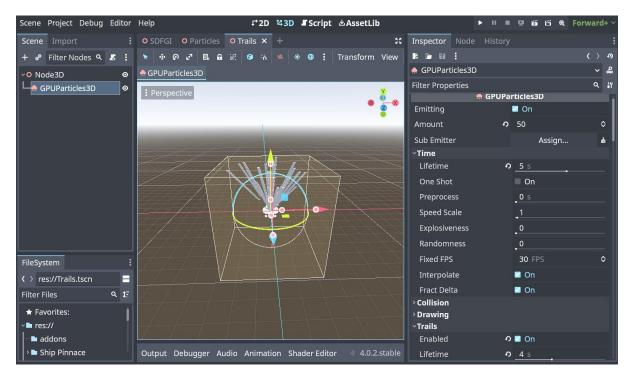


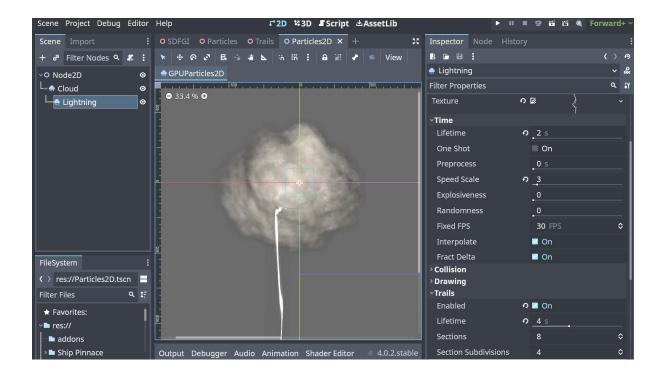


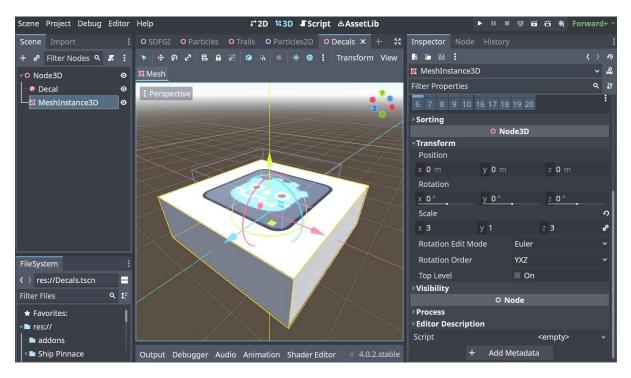


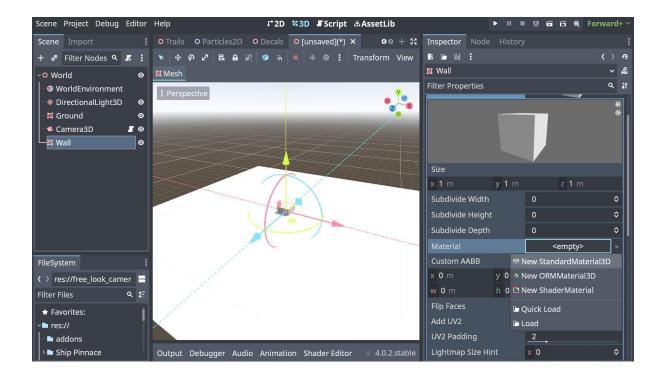


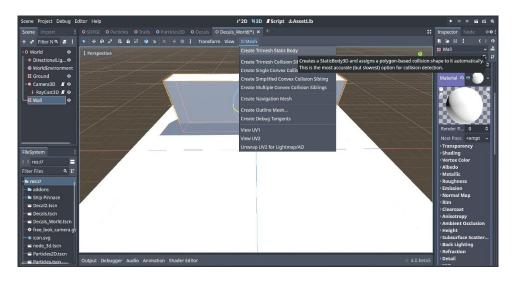


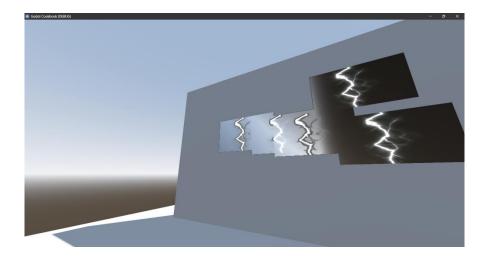


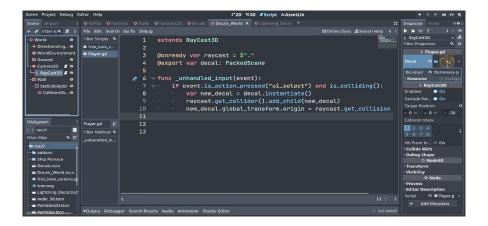




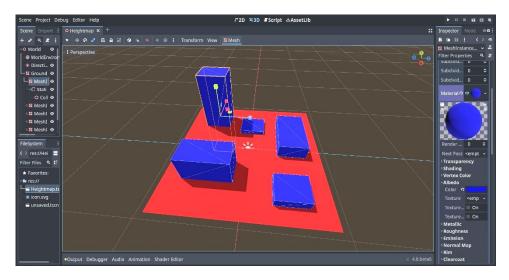


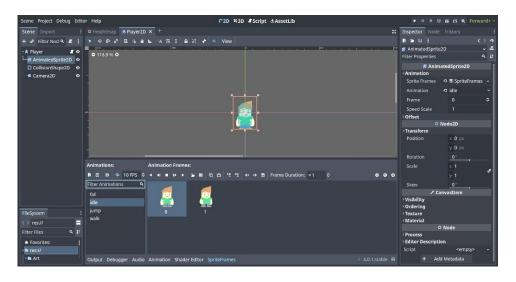


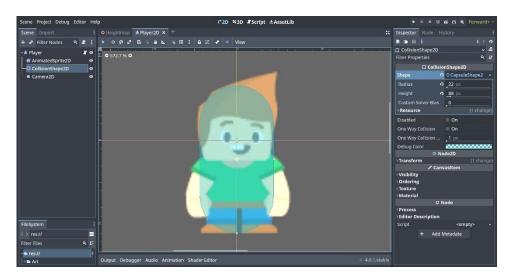




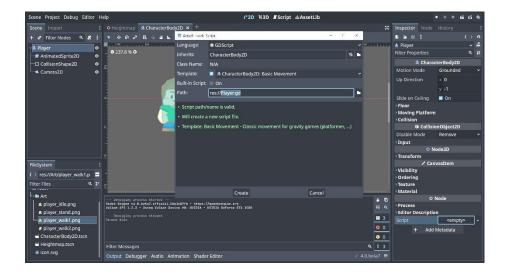
# Chapter 04: Practicing Physics and Handling Navigation in Godot 4

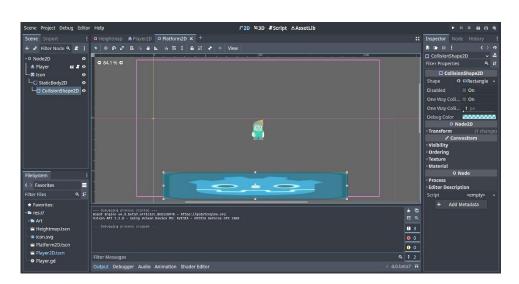


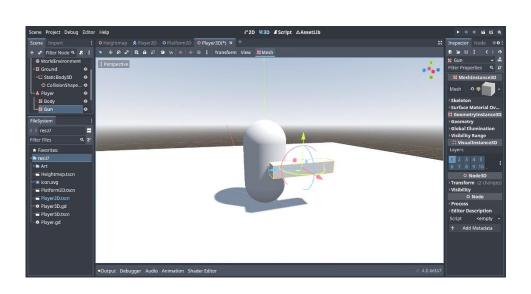


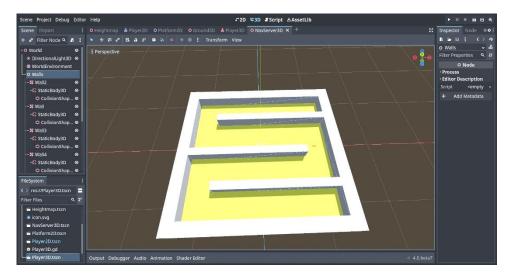


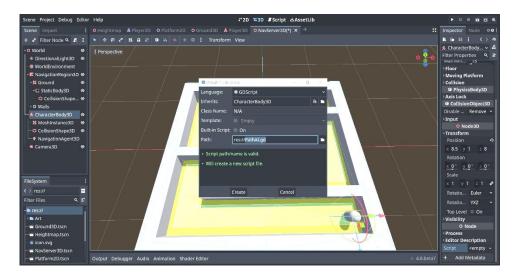
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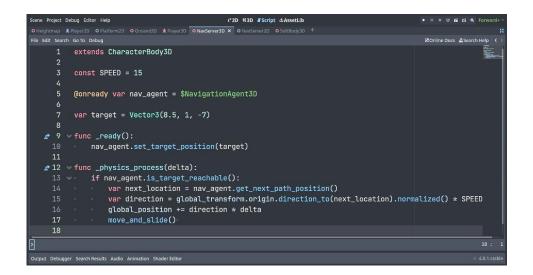


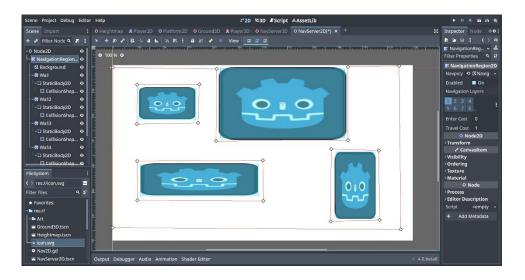


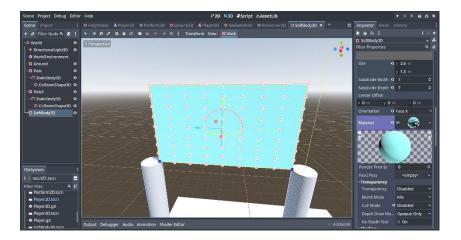


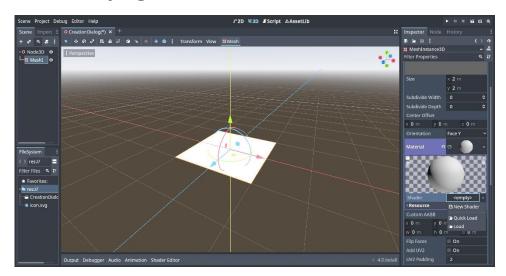




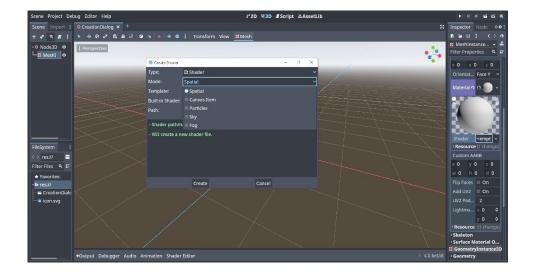


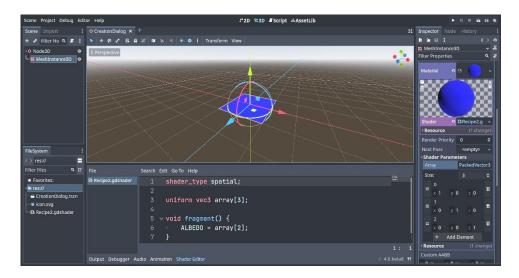


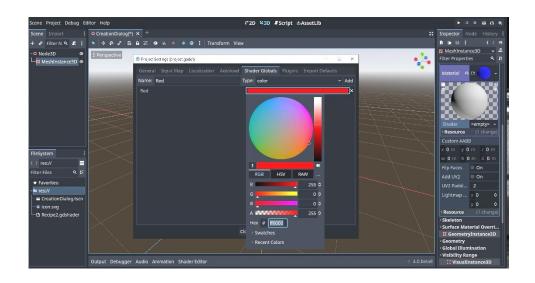


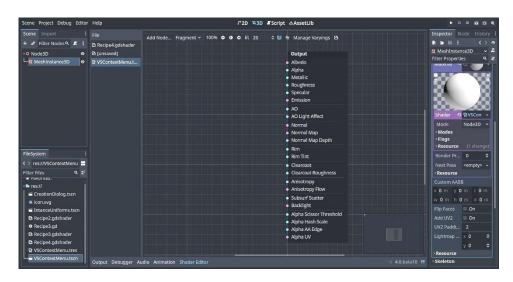


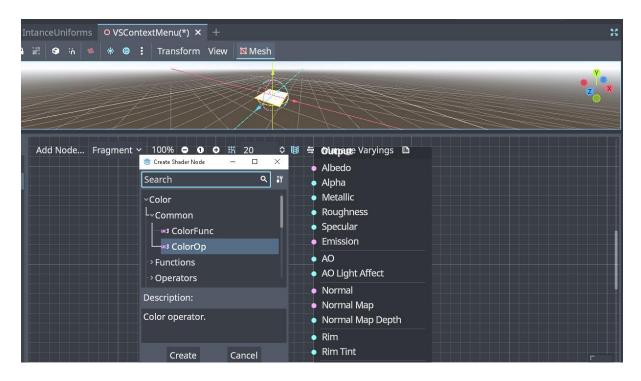
## Chapter 05: Playing with Shaders in Godot 4



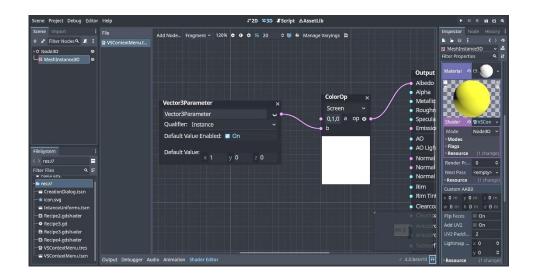


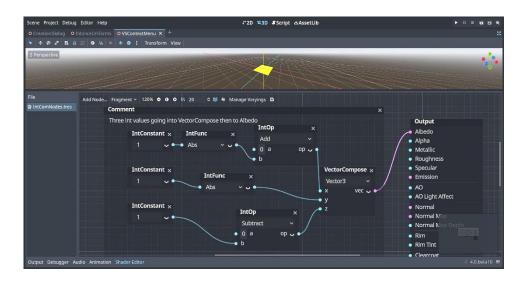


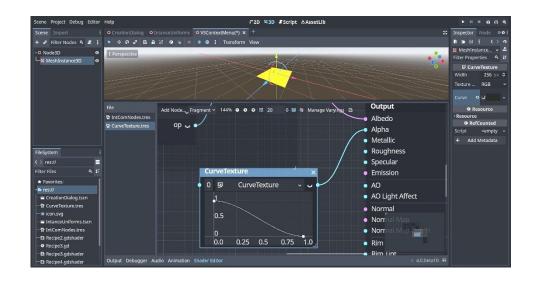


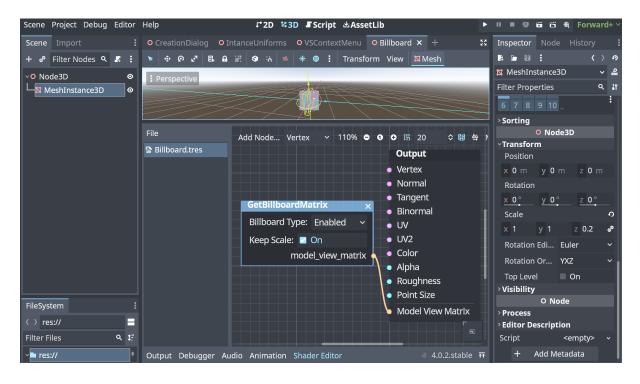


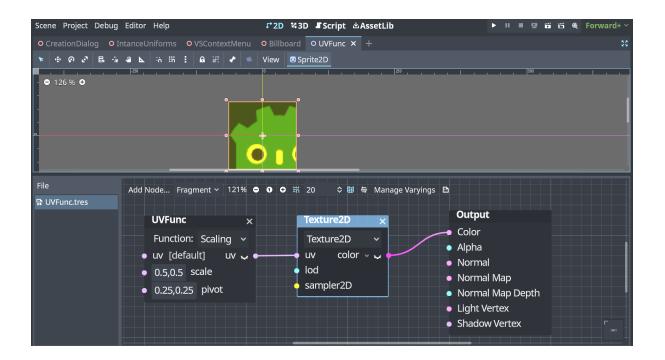
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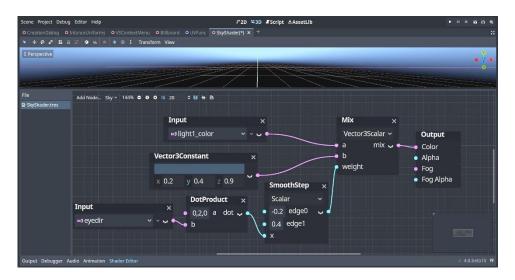


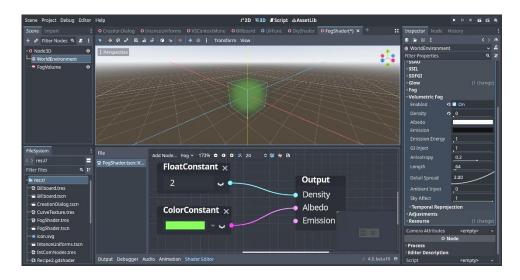






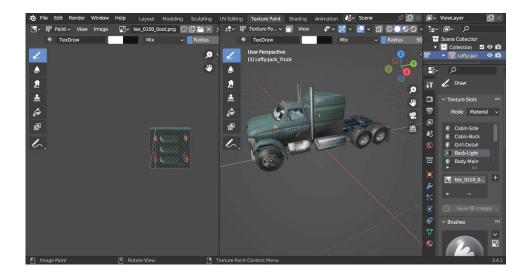


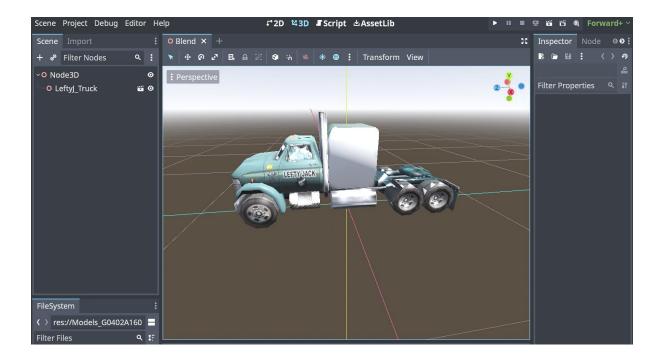




# Chapter 06: Importing 3D Assets into Godot 4

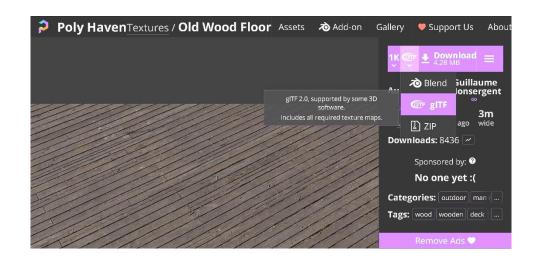
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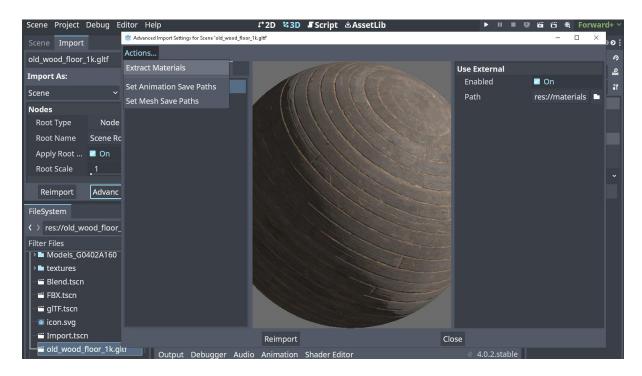




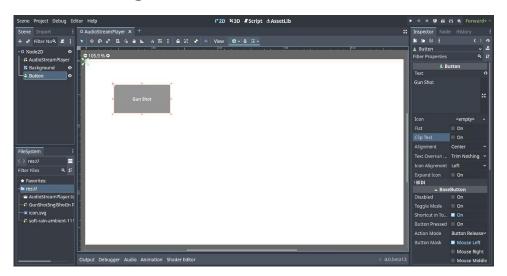


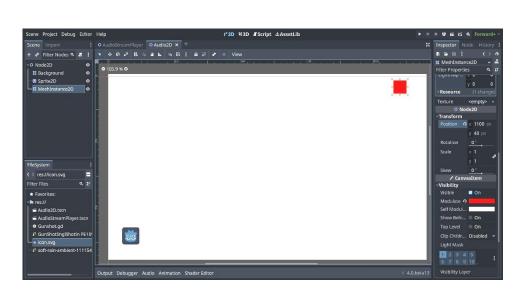




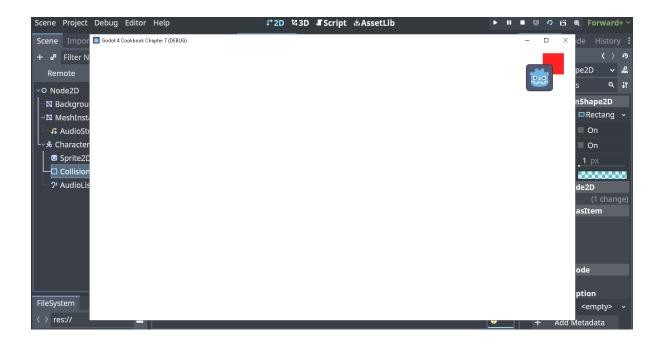


## Chapter 07: Adding Sound and Music to Your Game

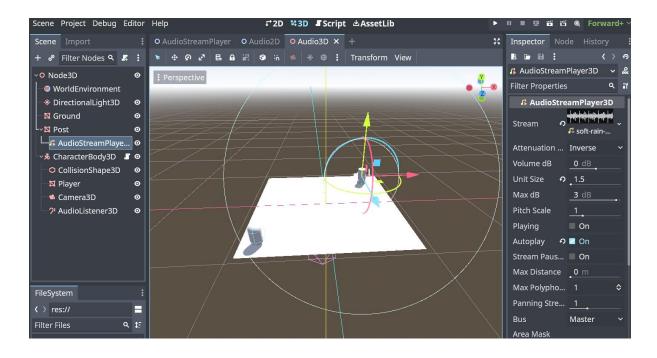


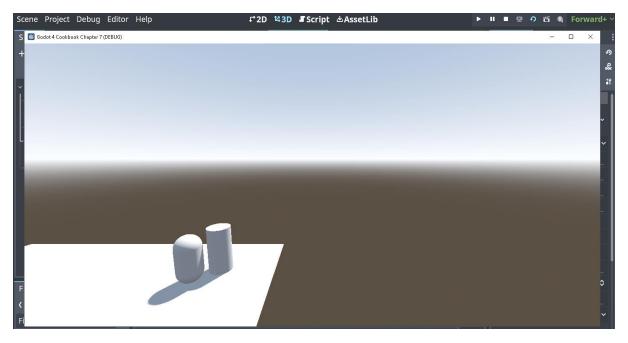


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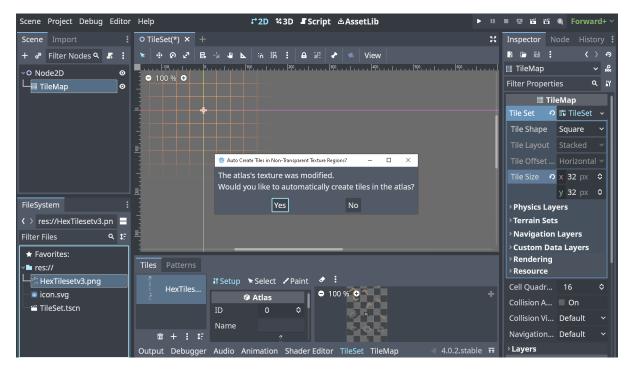


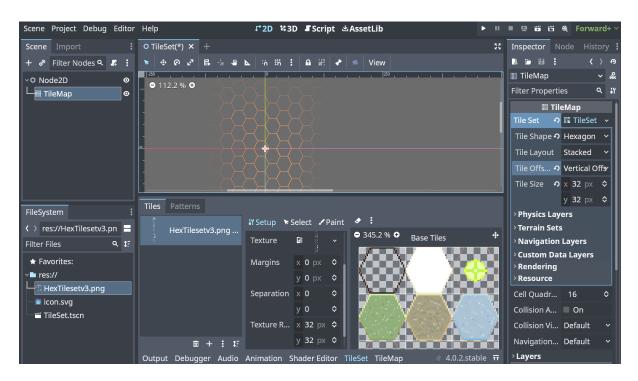
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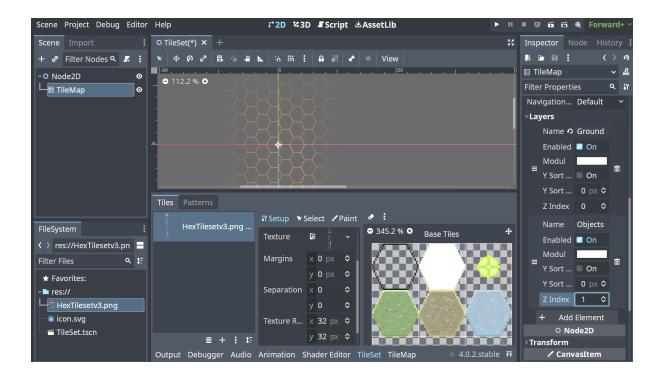


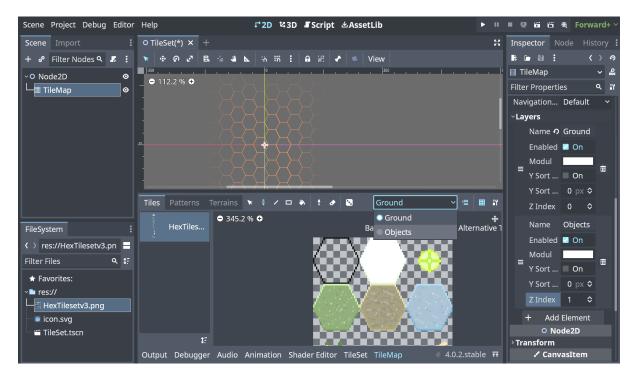


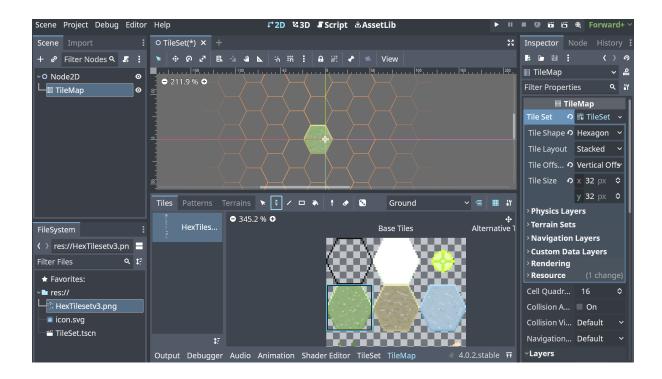
## Chapter 08: Making 2D Games Easier with TileSet and TileMap

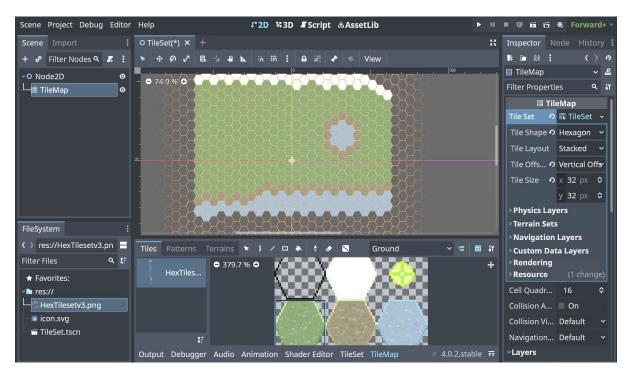


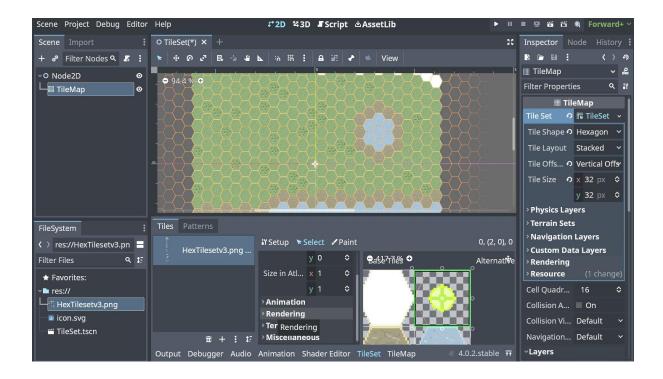






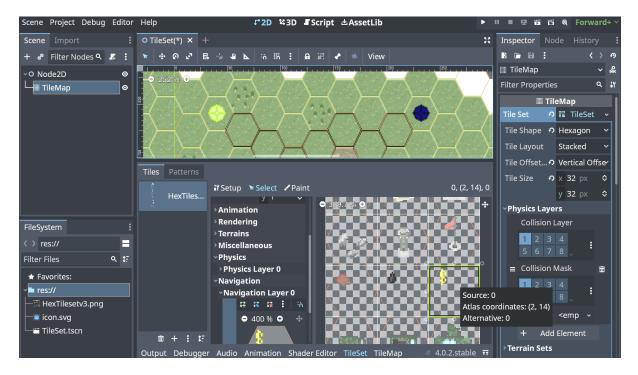


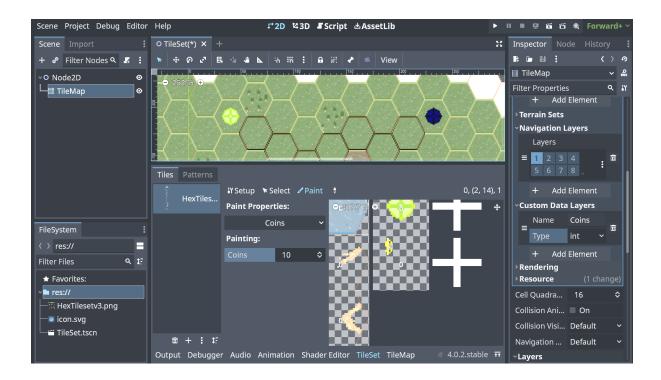


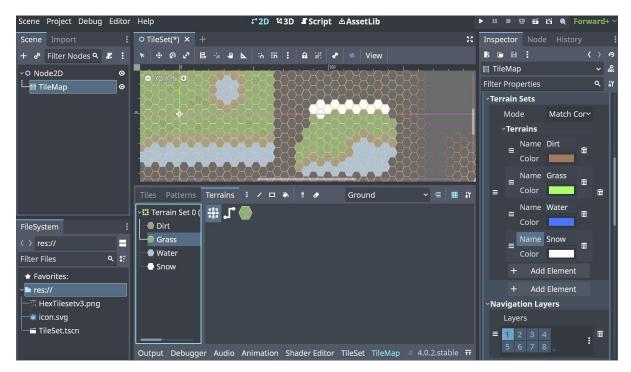


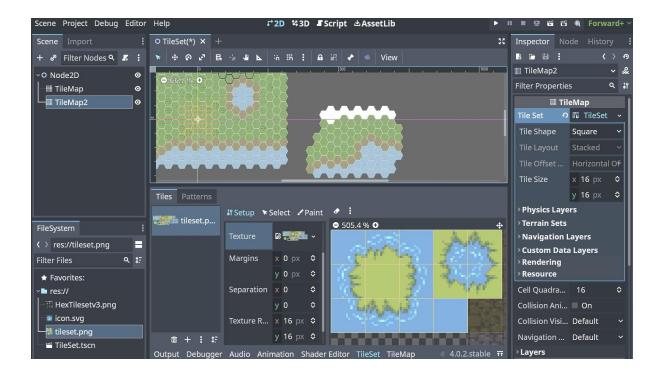


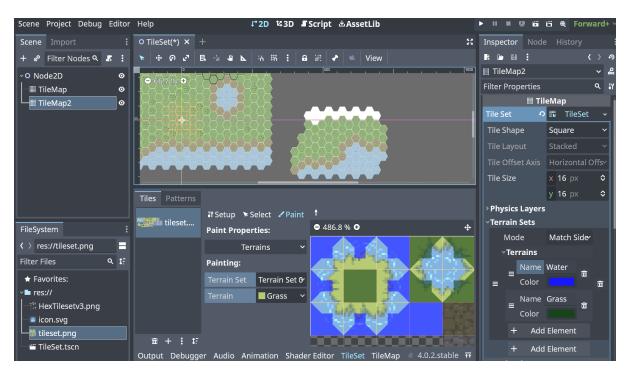


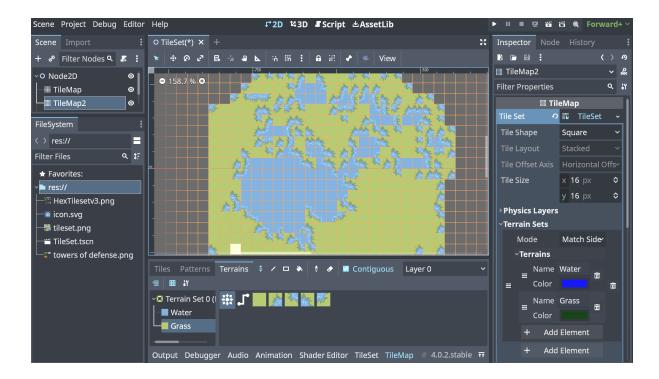


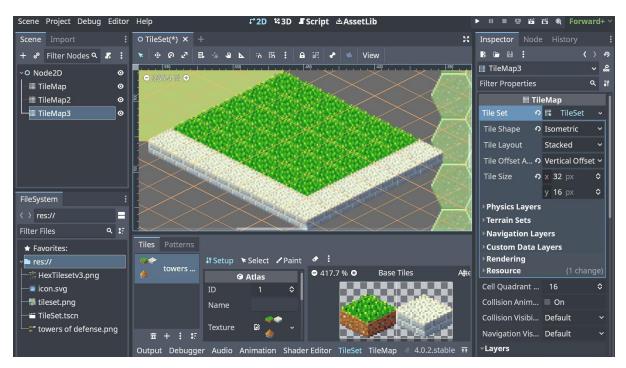




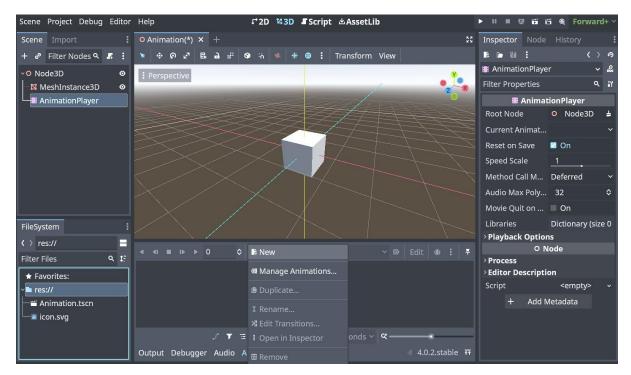


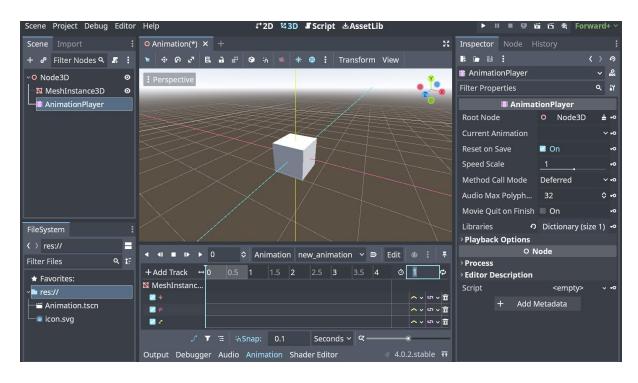




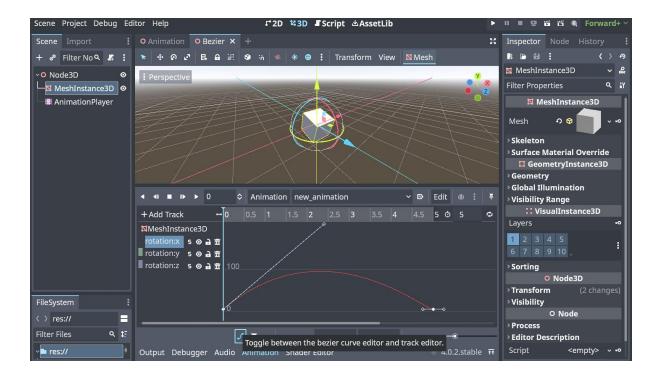


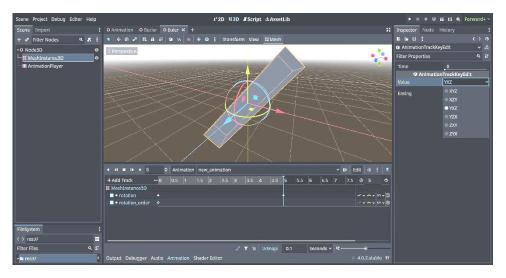
## **Chapter 09: Achieving Better Animations Using the New Animation Editor**

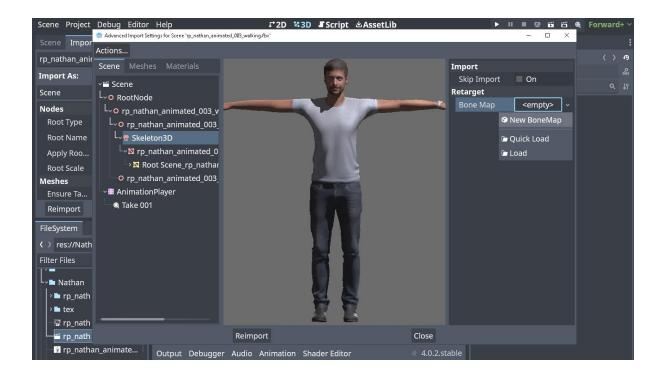


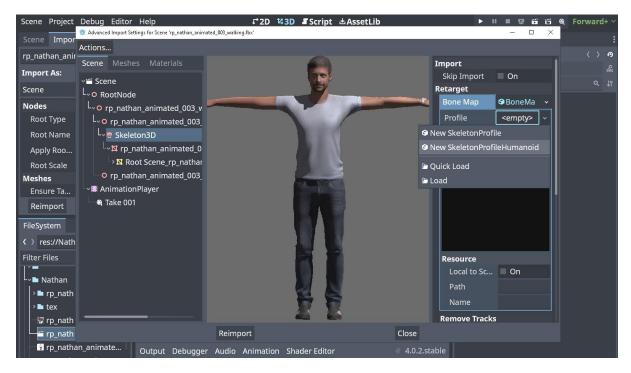


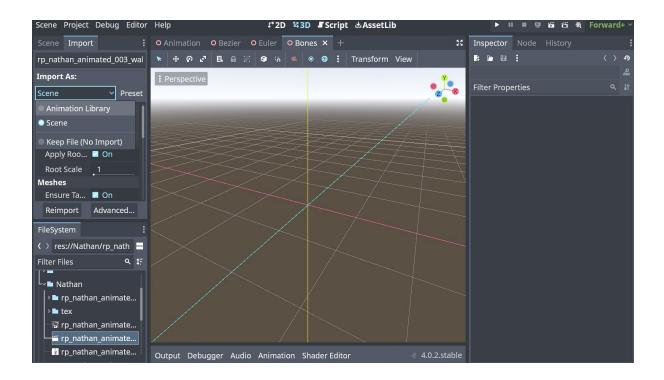


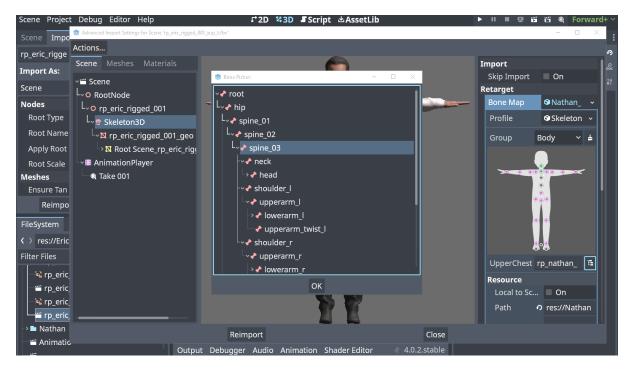


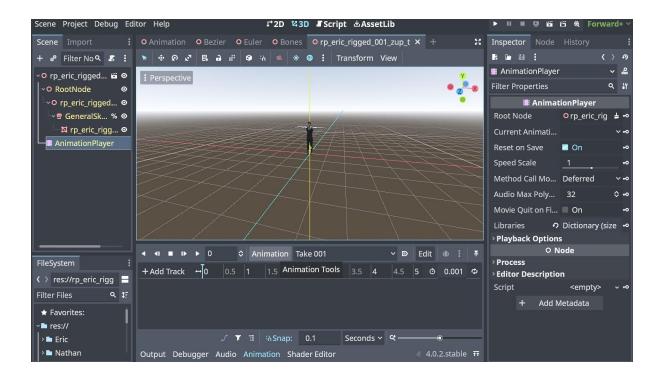


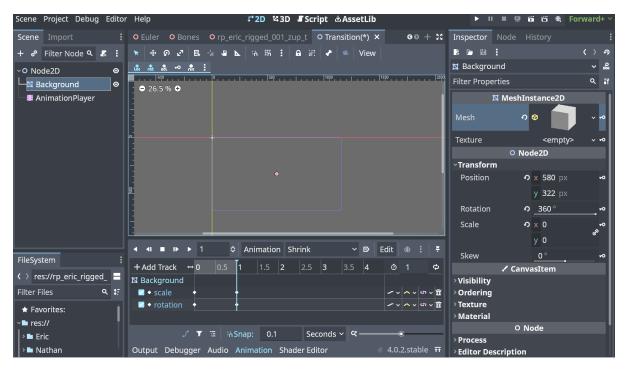




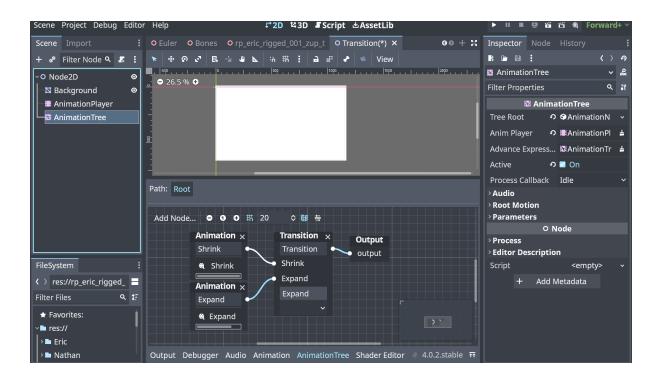




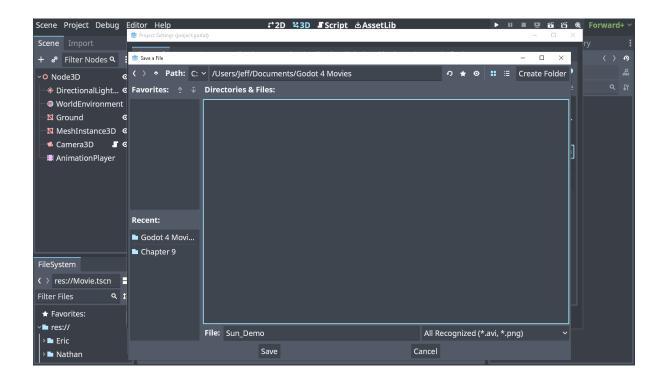


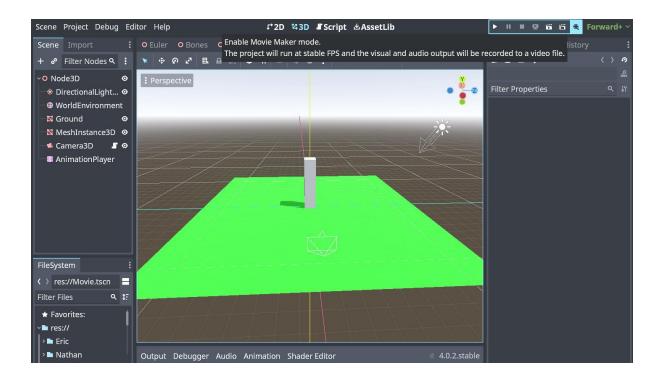


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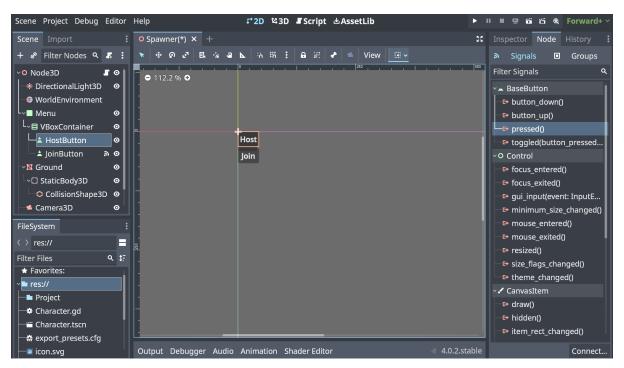


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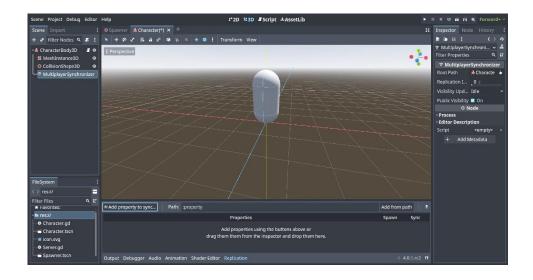


## **Chapter 10: Exploring New Multiplayer Features in Godot 4**



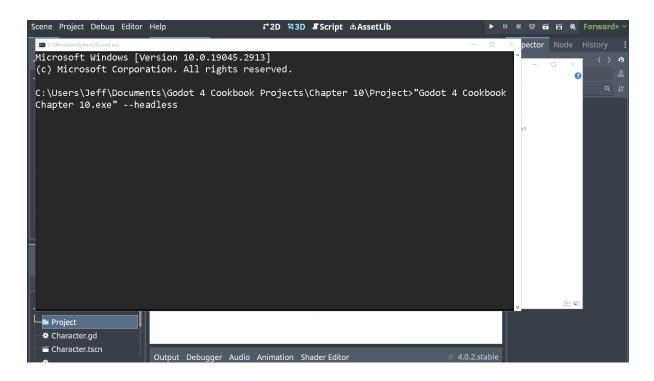
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ter Scripts 🔍	1 extends	Node3D	
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rver.gd 17	4 var Port	: = 5555	
ter Method 🤉	5 var mult	ti_peer = ENetMultiplayerPeer.new()	
n_host_butt			
n join_butto	-1 7 func _or	n_host_button_pressed():	
d_player	8 H mul:	ti_peer.create_server(Port)	
	9 mult	tiplayer.multiplayer_peer = multi_peer	
	10 v muli	tiplayer.peer_connected.connect(add_player)	
	11 🗉 add.	_player(multiplayer.get_unique_id())	
	12		
	-∃13 ∨ func _o	_join_button_pressed():	
	14 mul:	<pre>ti_peer.create_client("localhost", Port)</pre>	
	15 × mul:	tiplayer.multiplayer_peer = multi_peer	
	16		
	17 👻 func add	i_player(peer_id):	
	18 × var	<pre>player = character.instantiate()</pre>	
	19 🗉 play	/er.name = str(peer_id)	
	20 × add	_child(player)	
	21		
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• O Node3D	Visible Collision Shapes	1 extends Node3D	<b>1</b>	Filter Signals
Directiona	Visible Paths	2	125a-1	- BaseButton
WorldEnvi	Visible Navigation	<pre>3 var character = preload("res://Character.tscn")</pre>		button_down()
Menu	Synchronize Scene Changes	4 var Port = 5555		🄄 button_up()
L- E VBoxCon	Synchronize Script Changes	5 var multi_peer = ENetMultiplayerPeer.new()		<li>• pressed()</li>
- HUSEBU	Keep Debug Server Open	6		
🛔 JoinBut	Run Multiple Instances			toggled(button_press
Ground	o add_player			-O Control
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		theater more theater been - more the		F+ focus_exited() F+ gui_input(event: Inpu
		<pre>Run4Instances iplayer.peer_connected.connect(add_player)</pre>	r)	e gui input(event: inpu
		<pre>11 add_player(multiplayer.get_unique_id())</pre>		minimum_size_chang
				s mouse exited()
		13 <pre> func _on_join_button_pressed(): </pre>		te resized()
		<pre>14 multi_peer.create_client("localhost", Port)</pre>		size_flags_changed()
FileSystem		15 multiplayer.multiplayer_peer = multi_peer		theme_changed()
() res://Server.	ad =	16		- 🖌 Canvasitem
Filter Files	94	17 v func add_player(peer_id):		😫 draw()
	9, E	<pre>18 var player = character.instantiate()</pre>		📑 hidden()
★ Favorites:		19 player.name = str(peer_id)		item_rect_changed()
✓ In res://		20 = add_child(player)		<pre>evisibility_changed()</pre>
<ul> <li>Character.ge</li> <li>Character.ts</li> </ul>		20 add_chitd(player) 21		~O Node
icon.svg		21	21: 1	child_entered_tree(n child_exiting_tree(no
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		const SPEED = 5.0	
Tharacter.gd 15	5	const JUMP_VELOCITY = 4.5	
Filter Method 🤉			
enter_tree	7	# Get the gravity from the project settings to be synced with RigidBody nodes.	
physics_proc	8	<pre>var gravity = ProjectSettings.get_setting("physics/3d/default_gravity")</pre>	
	9		
\$	10	<pre>func _enter_tree():</pre>	
	11	<pre>set_multiplayer_authority(str(name).to_int())</pre>	
	12		
\$	13	<pre>func _physics_process(delta):</pre>	
	14	<pre>if not is_multiplayer_authority(): return</pre>	
	15	# Add the gravity.	
	16	<pre>if not is_on_floor():</pre>	
	17	<pre>velocity.y -= gravity * delta</pre>	
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1 extend	ls Node2D	Tin
		1
🛃 3 🗸 func _	ready():	
4 va	r upnp = UPNP.new()	
5 va	r find_result = upnp.discover()	
7 ∨* if	<pre>find_result == UPNP.UPNP_RESULT_SUCCESS:</pre>	
<b>8</b> 👽 א	<pre>if upnp.get_gateway() and upnp.get_gateway().is_valid_gateway():</pre>	
	<pre>var map_result_udp = upnp.add_port_mapping(5555, 0, "game_udp", "UDP</pre>	', 0)
10	<pre>var map_result_tcp = upnp.add_port_mapping(5555, 0, "game_tcp", "TCP</pre>	", 0)
11		
12 🐭 🗉 👘	<pre>if not map_result_udp == UPNP.UPNP_RESULT_SUCCESS:</pre>	
13	<pre>vpnp.add_port_mapping(5555, 0, "", "UDP")</pre>	
	<pre>if not map_result_tcp == UPNP.UPNP_RESULT_SUCCESS:</pre>	
15 -	<pre>vpnp.add_port_mapping(5555, 0, "", "TCP")</pre>	
16 🗉 🗉		
17 va	r external_ip = upnp.query_external_address()	
18 🗉 ur	np.delete_port_mapping(5555, "UDP")	
19 ur	np.delete port mapping(5555. "TCP")	
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