

GODOT

Game engine

GODOT CHEAT SHEET / LEARN WITH A POSTER

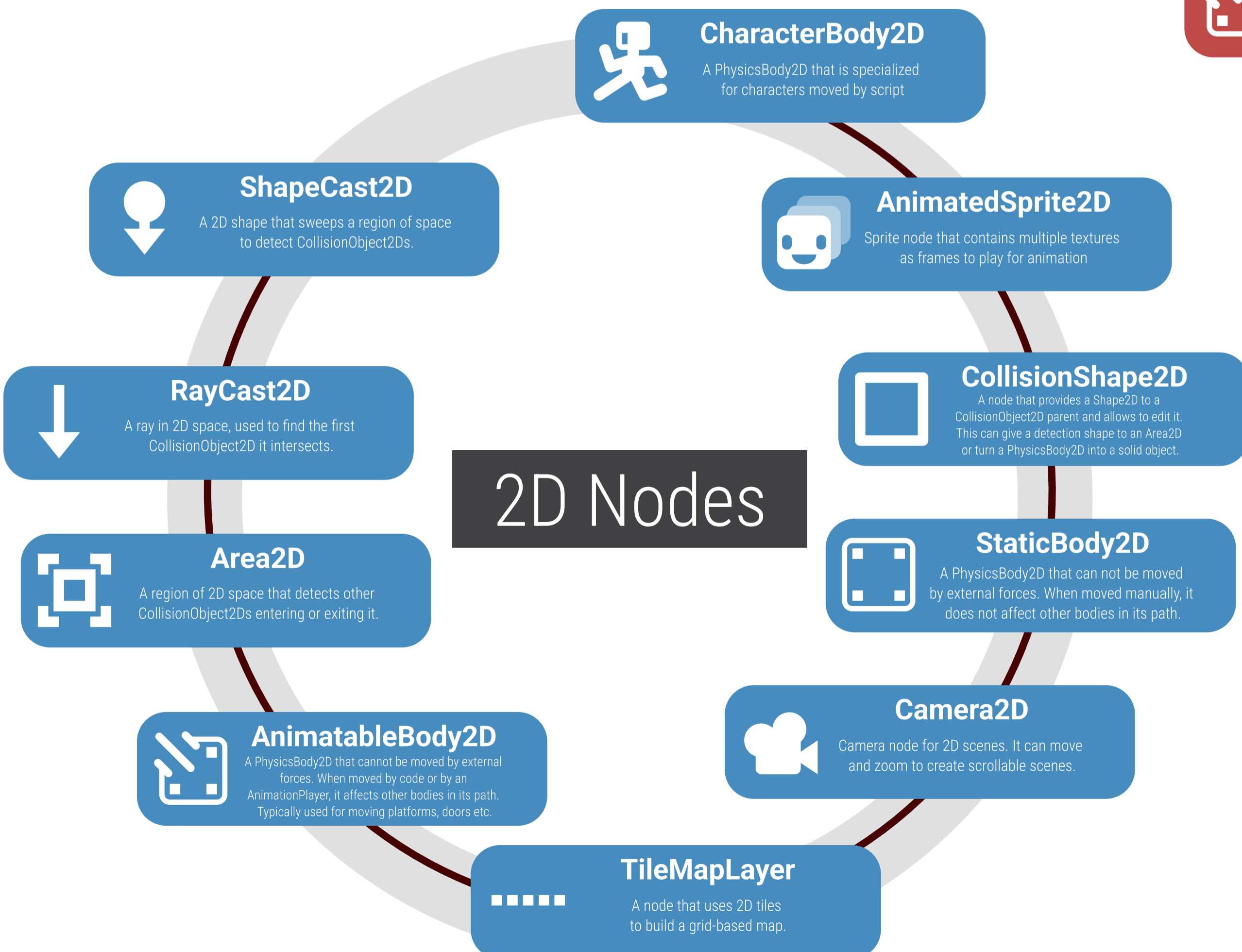
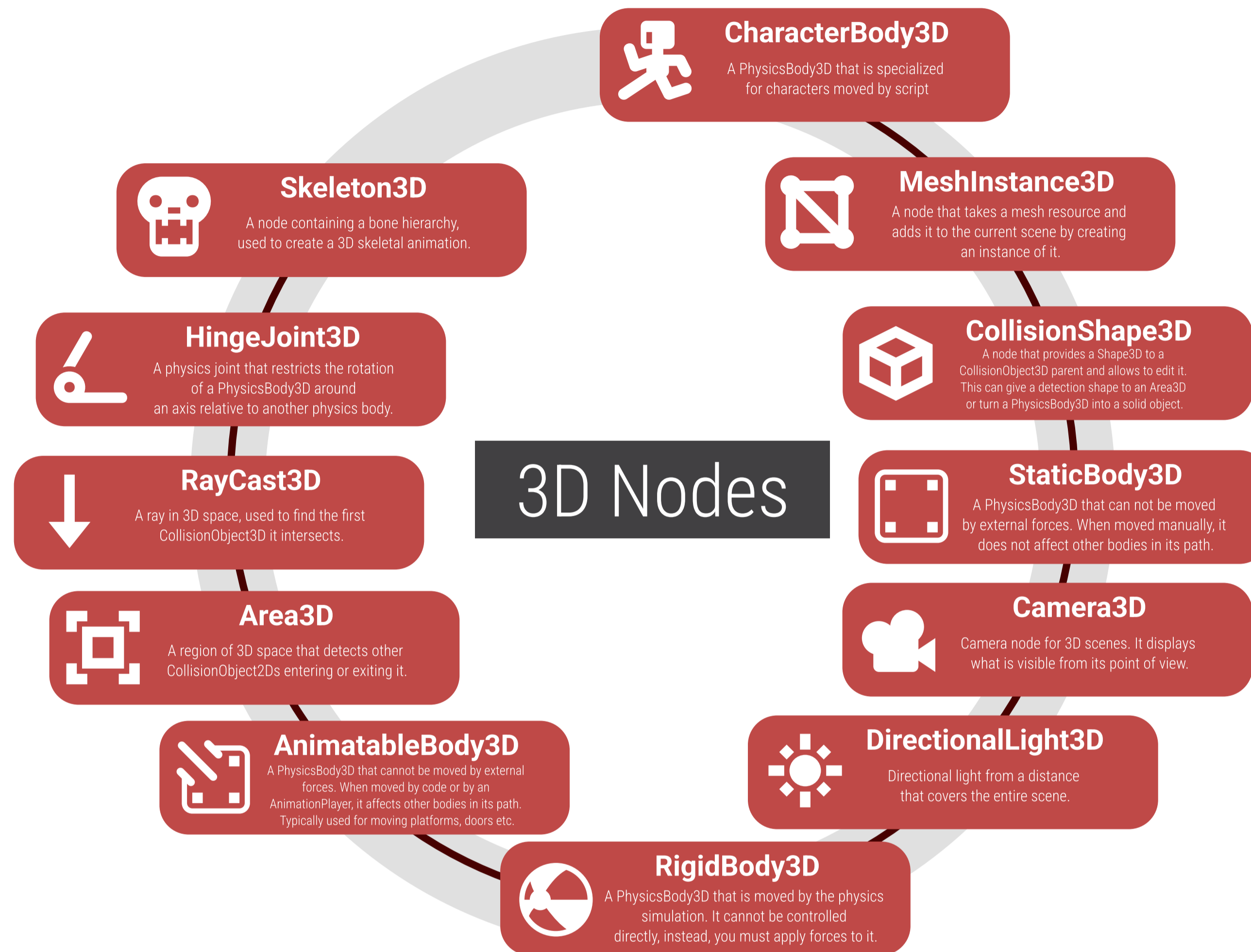
Version 1.8 (March 2025)

This poster was created by T. Thormählen for educational purposes (MIT license)
The information was copied mostly from the Godot Engine 4.3 documentation (MIT license)
The data presented here has been selected for a typical beginner's tutorial. It is not intended to be complete.



Editor Default Shortcuts

- Q** = Select
- W** = Move
- E** = Rotate
- R** = Scale
- CTRL** + **N** = New Scene
- CTRL** + **S** = Save Scene
- CTRL** + **A** = Add Child Node
- CTRL** + **F** = Frame to Selection
- CTRL** + **D** = Duplicate
- F5** = Run Project
- F8** = Stop Running Project
- F** = Center Selection
- Y** = Use Snap
- T** = Use Local Space



Important Control / General Nodes

- Button**: A themed button that can contain text and an icon.
- AnimationPlayer**: An animation player is used for general-purpose playback of animations.
- Label**: A control for displaying plain text.
- AudioStreamPlayer**: This node plays an audio stream non-rotationally. It is ideal for user interfaces, menus, or background music.
- LineEdit**: An input field for single-line text.
- Timer**: This node is a countdown timer and is the simplest way to handle time-based logic.

GDScript

```
# Everything after "#" is a comment.
# A file is a class!

# (optional) icon to show in the editor dialogs:
@icon("res://path/to/optional/icon.svg")

# (optional) class definition:
class_name MyClass

# Inheritance:
extends BaseClass

# Member variables.
var a = 5
var s = "Hello"
var arr = [1, 2, 3]
var dict = {"key": "value", 2: 3}
var other_dict = {key = "value", other_key = 2}
var typed_var: int
var inferred_type := "String"

# Constants.
const ANSWER = 42
const THE_NAME = "Charly"

# Enums.
enum {UNIT_NEUTRAL, UNIT_ENEMY, UNIT_ALLY}
enum Named {THING_1, THING_2, ANOTHER_THING = -1}

# Built-in vector types.
var v2 = Vector2(1, 2)
var v3 = Vector3(1, 2, 3)

# Functions.
func some_function(param1, param2, param3):
    const local_const = 5

    if param1 < local_const:
        print(param1)
    elif param2 > 5:
        print(param2)
    else:
        print("Fail!")

    for i in range(20):
        print(i)

    while param2 != 0:
        param2 -= 1

    match param3:
        3:
            print("param3 is 3!")
        -:
            print("param3 is not 3!")

    var local_var = param1 + 3
    return local_var

# Functions override functions with the same name
# on the base/super class.
# If you still want to call them, use "super":
func something(p1, p2):
    super(p1, p2)

# It's also possible to call another function in the super class:
func other_something(p1, p2):
    super.something(p1, p2)

# Inner class
class Something:
    var a = 10

# Constructor
func _init():
    print("Constructed!")
    var lv = Something.new()
    print(lv.a)
```