

Godot Tools

WIP Page on tools in Godot

In the top right are a few non-standard elements:

Left-most chooses which level gets launched with F5 (which technically is `GAME_ENTRY` but then immediately loads something else). By editing `ignore/debug_config.tres``, you can scenes. The advantages of this are that it's per-user, very convenient to change levels, only runs when launching from the editor so you can't accidentally set the wrong level and makes it much more convenient than F6 because you might be also working on a prop/player/whatever and it's really annoying having to click back to the level for each tweak.

TBD Spawn selector / toggles

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