Workflow

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Inherited Scenes
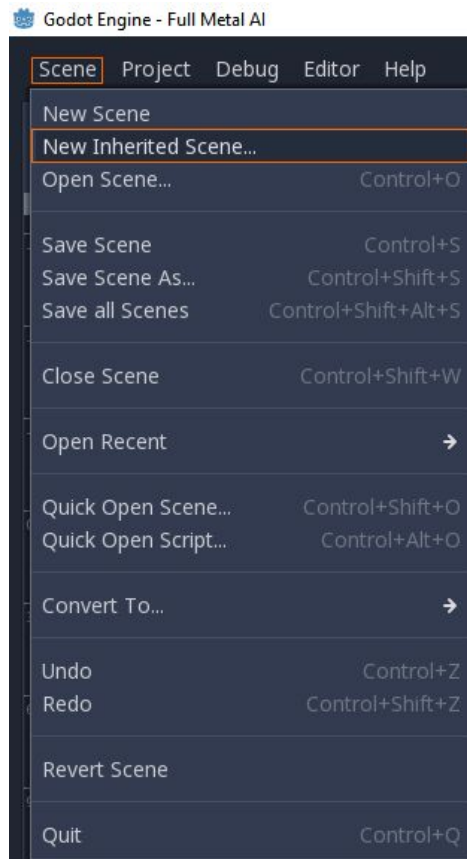
Inherited Scenes

Explanation

In OOP (object oriented programming) Inheritance is a Powerful tool.

An Inherited Scene drives from a Base Scene.

Changes in the Base Scene affect also the Scenes which derive from it.

Creating

a new Inherited Scene

Godot Engine - Full Metal AI

| Scene | Project | Debug | Editor | Help |

New Scene
New Inherited Scene...
Open Scene...   Control+O

Save Scene   Control+S
Save Scene As...   Control+Shift+S
Save all Scenes   Control+Shift+Alt+S

Close Scene   Control+Shift+W

Open Recent   →

Quick Open Scene...   Control+Shift+O
Quick Open Script...   Control+Alt+O

Convert To...   →

Undo   Control+Z
Redo   Control+Shift+Z

Revert Scene

Quit   Control+Q

- Click on Scene
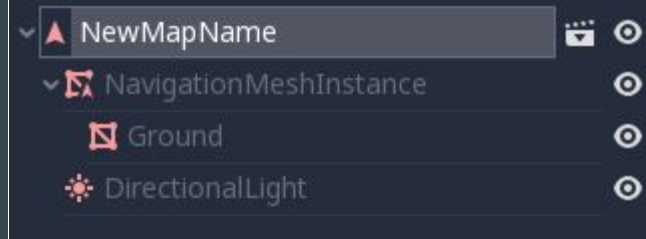- Click on New Inherited Scene
- a Window opens
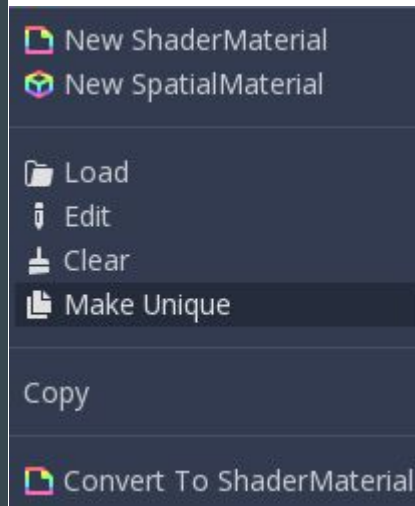
Creating

a new Inherited Scene
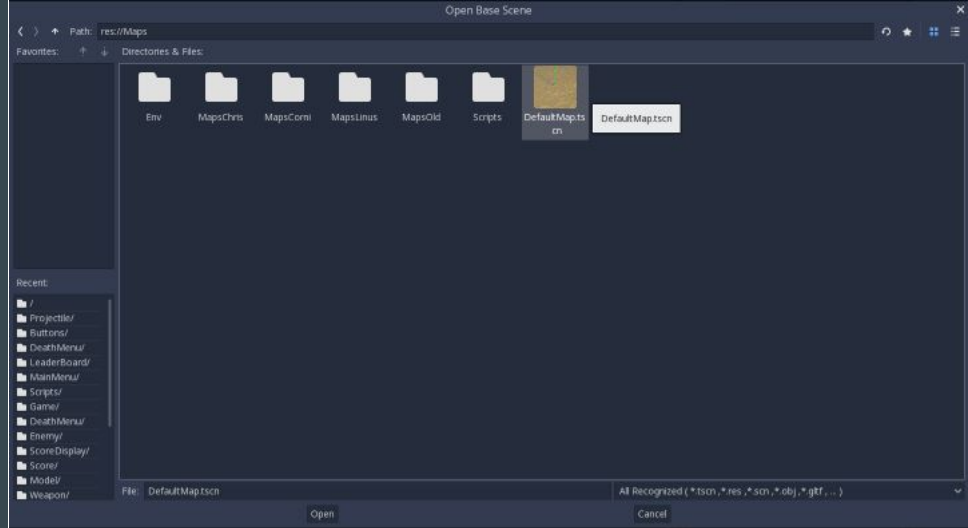
- e.g pick DefaultMap.tscn for a new Map
- click on Open
- a new Scene opens
- this scene derives from DefaultMap

Creating

a new Inherited Scene

You can add new Nodes Easily, it only affects this Scene.

Inherited means also its using the Settings from the Default Map, right Click on e.g a Material

Make Unique and the default settings are overwritten.