



Building From Source.

Linux

For The Build Process, Make Sure You Have The Following Dependencies

-Scons (software construction tool)

<https://scons.org/>

LibTIFF (support for the Tag Image File Format (TIFF))

<http://www.libtiff.org/>

LibGeoTIFF (extraction and parsing of the "GeoTIFF")

<https://github.com/OSGeo/libgeotiff>

All Of These, Should Be Available,
In The Package Manager.



Grab The Godot Source Code From Github

For Now, Version 3.2.x Is Needed

<https://github.com/godotengine/godot/tree/3.2>



Open The Root Folder Of Godot-Engine Source, And
Begin With Building A Working Environment.

Type: `scons -j"x" platform=x11`

Where "x" Is The Number Of Parallel Builds.

Select A Number, Your System Can Handle.



Grab Zylann's Godot Voxel-Tools

For Now Version 3.2.x Is Needed

https://github.com/Zylann/godot_voxel/tree/godot3.2.3

Rename Folder To: voxel
And Place In Godot Root Folder/Modules



Compile Module By Typing: `scons -j"x"`
Where "x" Again Is The Number Of Parallel
Builds.
Select A Number, Your System Can Handle.



Grab Erämark-Media's Geotiff Module
Rename Module To: geotiff
And Place In Godot Root Folder/Modules
<https://github.com/EramarkMedia/geotiff>



Compile Module By Typing: `scons -j"x"`



If All Went Well, You Should Now Be Good To Go.
At The Time Being, The Assets Needed, Still Have To
Be Placed Manually
"This Is Subject To Change Soon"

For Now, They Can Be Found At:
<https://drive.google.com/drive/folders/1buR6pFLV92rXVG1PzCcB29D1z5wpYNhh?usp=sharing>



Place The Assets In Projects
`res://Assets`