

Git hooks for Godot Engine

This folder contains Git hooks meant to be installed locally by Godot Engine contributors to make sure they comply with our requirements.

List of hooks

- Pre-commit hook for **clang-format**: Applies **clang-format** to the staged files before accepting a commit; blocks the commit and generates a patch if the style is not respected. You may need to edit the file if your **clang-format** binary is not in the **PATH**, or if you want to enable colored output with **pygmentize**.
- Pre-commit hook for **black**: Applies **black** to the staged Python files before accepting a commit.
- Pre-commit hook for **make_rst**: Checks the class reference syntax using **make_rst.py**.

Installation

Copy all the files from this folder into your **.git/hooks** folder, and make sure the hooks and helper scripts are executable.

Linux/macOS The hooks rely on bash scripts and tools which should be in the system **PATH**, so they should work out of the box on Linux/macOS.

Windows

clang-format

- Download LLVM for Windows (version 13 or later) from <https://releases.llvm.org/download.html>
- Make sure LLVM is added to the **PATH** during installation

black

- Python installation: make sure Python is added to the **PATH**
- Install **black** - in any console: **pip3 install black**