

# 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`