

Godot Engine 4 .NET setup guide for using C#

Godot is an open source project and does not provide closed source packages required for writing Godot with its C# library. This guide will show you how to add the proprietary packages for GODOT as well as how to setup Godot with your preferred editor.

Step 1 installing Godot:

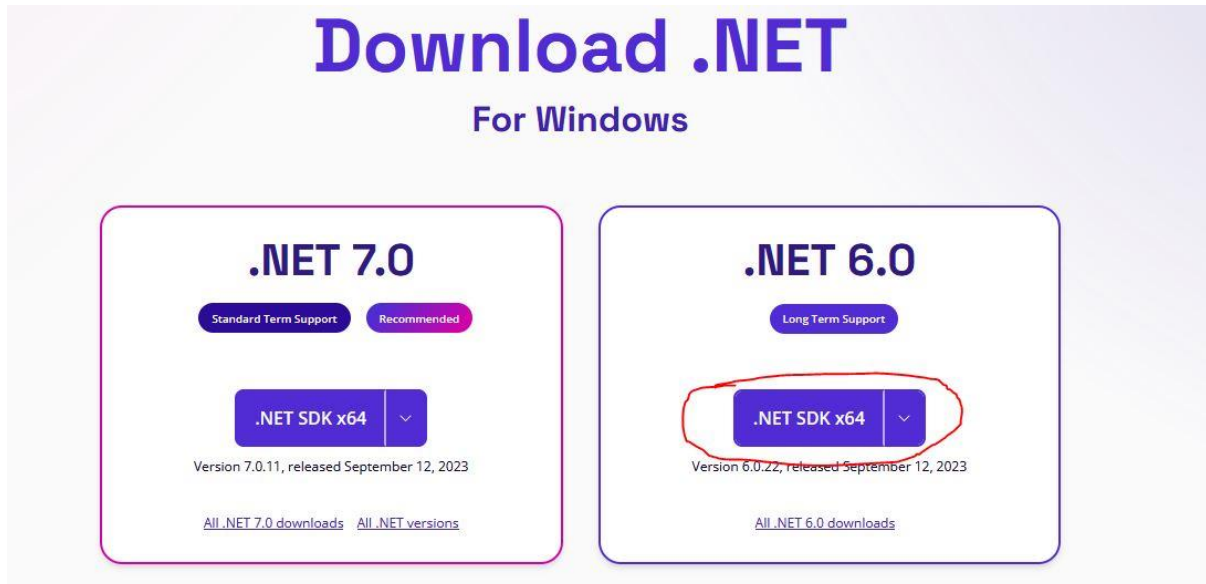
Download Godot from <https://godotengine.org/download/windows/> and select the “Godot Engine - .NET 4.1.1” version, circled in red in the image below. The “Godot Engine 4.1.1” version above is for only using GDScript however the .NET version can also use C#. Note that the version you want has C# Support added to it.



This version is fine for GDScript but if you attempt to run a scene made with a C# project script you will get build errors.

Step 2 Installing .NET 6

Go to <https://dotnet.microsoft.com/en-us/download> to download .NET, Godot was made to work with .NET 6, the Long Term Support version so download and install that. Do not install .NET 7, this will not work! Go ahead and download .NET 6 SDK, circled in red on the right.

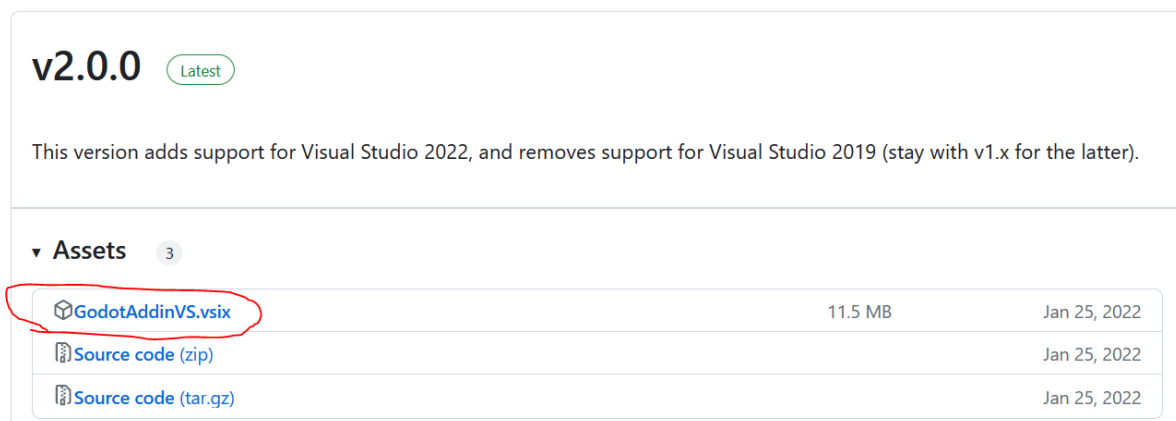


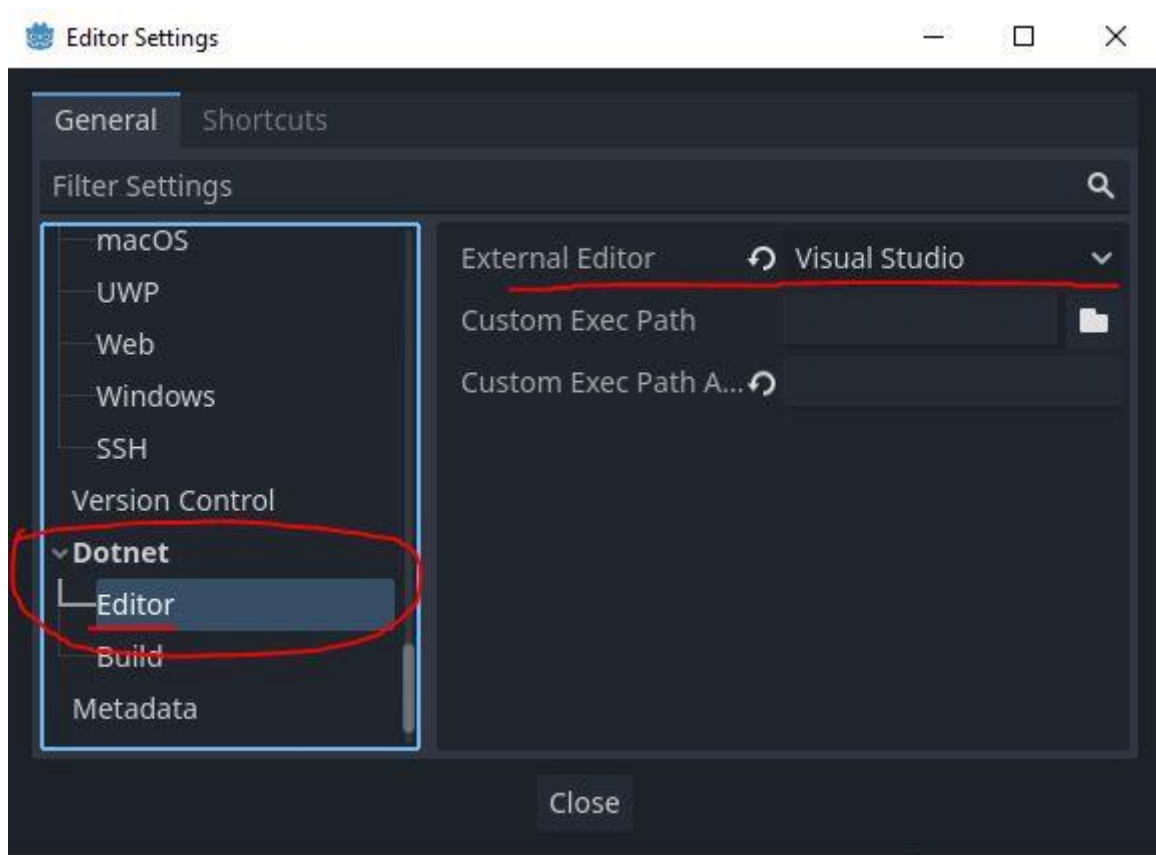
To install Visual Studio:

If you do not already have Visual Studio you can download the Community version or appropriate licence for your organisation from this link: <https://visualstudio.microsoft.com/downloads/> however this is not covered by this tutorial. Be aware that Visual Studio Code is a different product.

Step 3 for Visual Studio users:

if you are using Visual Studio you can install a code completion package GodotAddinVS.exe from this github repository: <https://github.com/godotengine/godot-csharp-visualstudio/releases>. Just download and run the executable. As stated on the repo page, version 2 is for Visual Studio 2022. If you are using Visual Studio 2019 you will need to find version 1.x available by expanding assets further down the page.





Step 4 Change settings to use your editor.

Inside Godot Engine to change the editor settings to use Visual Studio you need to select Editor Settings from the Editor dropdown, on the menu on the left scroll to the bottom until you reach DotNet, expand it and choose the desired External Editor. We will use Visual Studio but you can another editor if you wish. Alternatively you can set this is as disabled to use the internaeditor.

Congratulations! You have reached the end of the tutorial and configured your environment for using C# with Godot. You can view tutorials to get started making your first 2D game at:

https://docs.godotengine.org/en/stable/getting_started/first_2d_game/01.project_setup.html