

SceneProjectDebugEditorHelp

FileSystem

res://

Favorites:

res://

ball.png

ball.vs

ceiling\_floor.vs

icon.png

left\_pallet.png

paddle.vs

pong.tscn

right\_pallet.png

pong(\*)

FileEditDebug

ball.vs

paddle.vs(\*)

Base Type:

Area2D

Members:

Functions:

\_on\_area\_entered

\_process

Variables:

ball\_dir = 1

Signals:

Available Nodes:

Constant

Custom

Data

Flow Control

Functions

Index

Output

Debugger

Audio

Animation

2D3DScriptAssetLib

Online DocsClassesSearch Help

Function

\_on\_area\_entered

areaobj

TypeCast

Is ball.vs?

yesno

objinstanceobj

InstanceSet

Object:direction

objinstancepassobj

uc2value

CallBasic

Vector2.normalized()

uc2vector2uc2

Variable

ball\_dir

valueflt

Construct

new Vector2()

flt x value uc2

flt y

BuiltinFunc

rand\_range

flt from -1

flt to 1

SceneImport

Filter nodes

game

left

sprite

collision

right

sprite

collision

ball

sprite

collision

separator

left\_wall

collision

InspectorNode

VisualScriptPropertyS

VisualScriptPropertySet

Set ModeInstance

Base TypeObject

Base Scriptres://ball

Propertydirection

Index

Assign OpAssign

Resource

Resource

Reference

Script<null>