Select a Folder to Scan

Path: C: ▾ /Users/moore/OneDrive/Desktop   ⟲ ⊙ Create Folder

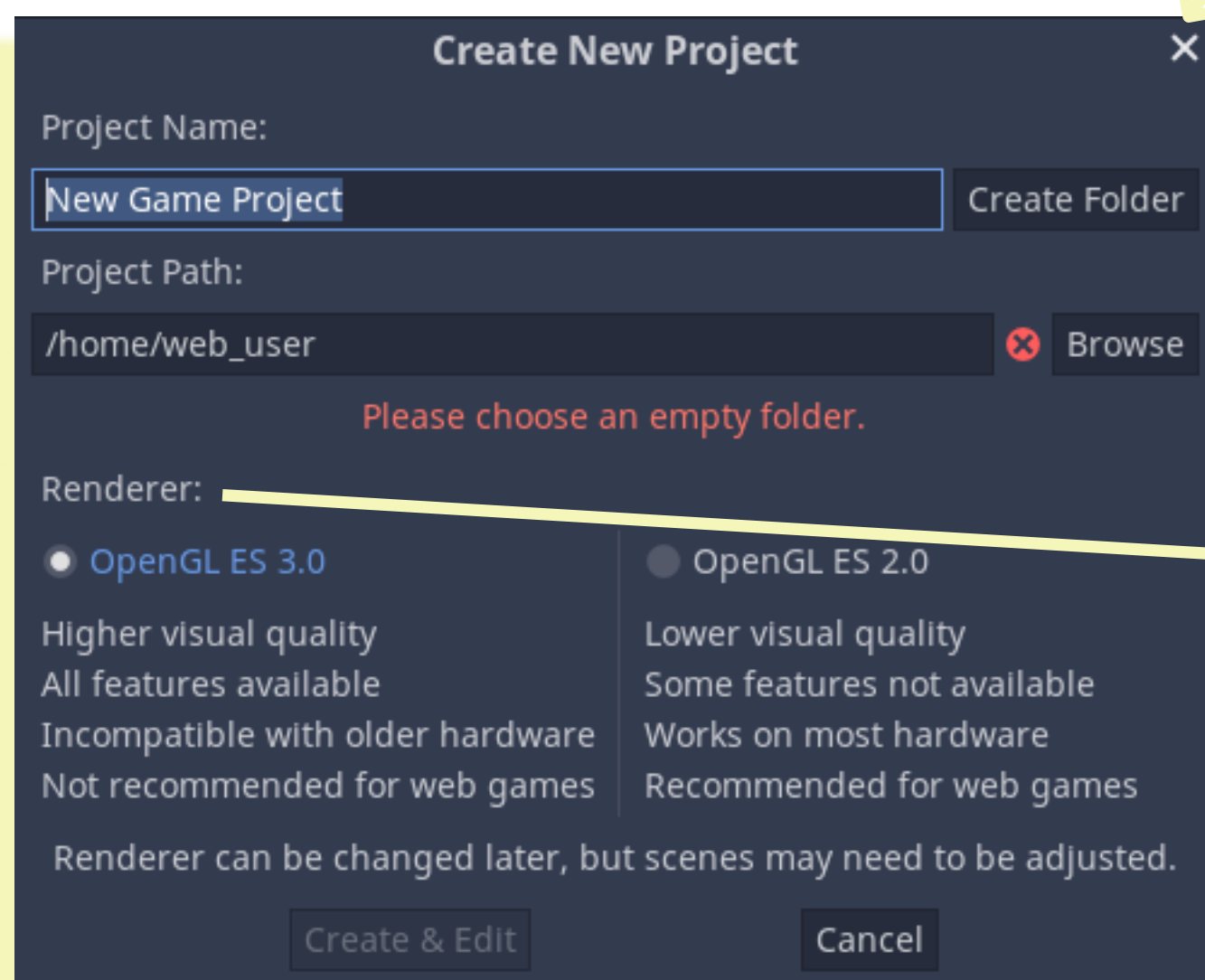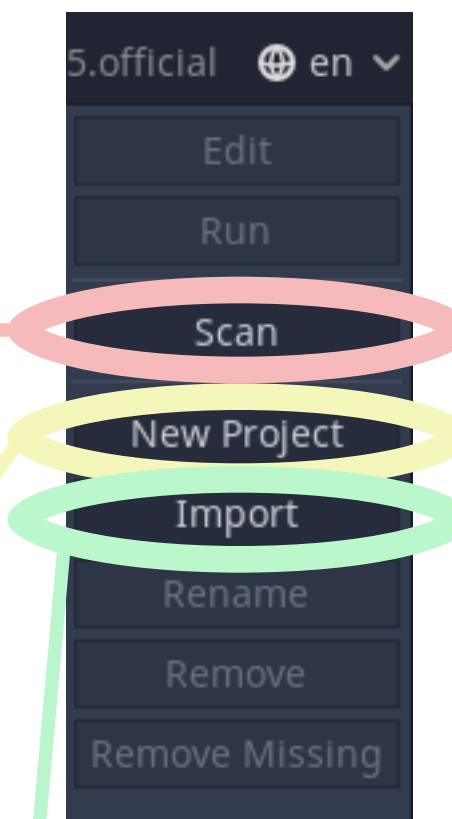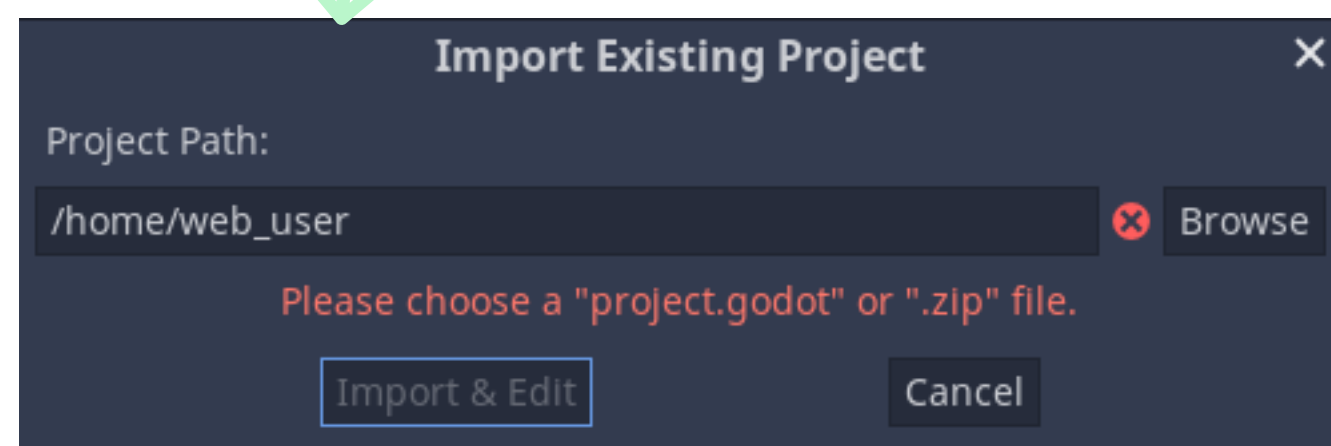Directories & Files:

📁 Home

Select Current Folder   Cancel

This is where you can scan a folder to import a project. Selecting a file will check whether it has a project.godot file.

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Edit
Run
Scan
New Project
Import
Rename
Remove
Remove Missing

Create New Project

Project Name:

New Game Project   Create Folder

Project Path:

/home/web_user   ❌ Browse

Please choose an empty folder.

Renderer:

⦿ OpenGL ES 3.0   ○ OpenGL ES 2.0

Higher visual quality   Lower visual quality
All features available   Some features not available
Incompatible with older hardware Works on most hardware
Not recommended for web games   Recommended for web games

Renderer can be changed later, but scenes may need to be adjusted.

Create & Edit   Cancel

Initilizing a new project needs an empty folder. The create folder button is avaliable here and in the file browser to quickly do so.

Import Existing Project

Project Path:

/home/web_user   ❌ Browse

Please choose a "project.godot" or ".zip" file.

Import & Edit   Cancel

Using import you can browse and import individual project.godot files or a godot project that is a .zip file.

You have the choice between 2 versions of the OpenGl renderer. the more capable 3.0 has a more visual tools, but for more compatability with the web and low end systems go for the 2.0 renderer.