A very simple guide to DLC in Godot.

In this guide, we will go over the saving and loading of downloadable content.

I won't go over the HTTPRequest itself. It is actually very simple. We will see how to save a scene and all it's dependencies in a pck/zip and then how to load it from the user:// during run time. This allows for downloading models/worlds on the fly.

Exporting:
First step - create a new project, call it simplecube.

Add some nodes to it - I just added a couple of mesh instances - one is a cube and one a plane.

I also added a camera and a light. All of these are children of the root spatial called game. This name of the root is important, so that you can instance it by name later.

Once you have done the above, time to export it -- go to Project menu, hit export and then click on linux/x11. Then deselect runnable and make sure all the resources are selected for export. It is a drop down option.

Then hit save and give a zip file name- I called it simcube.zip. Now you can in fact open the zip file and inspect it for all your resources.

Importing:
Now that you have the zip file place it in the user dir of the game. User dir is available as user:// while the game is running. In linux it will be at /home/$USER/.local/share/godot/$GAME_NAME/.

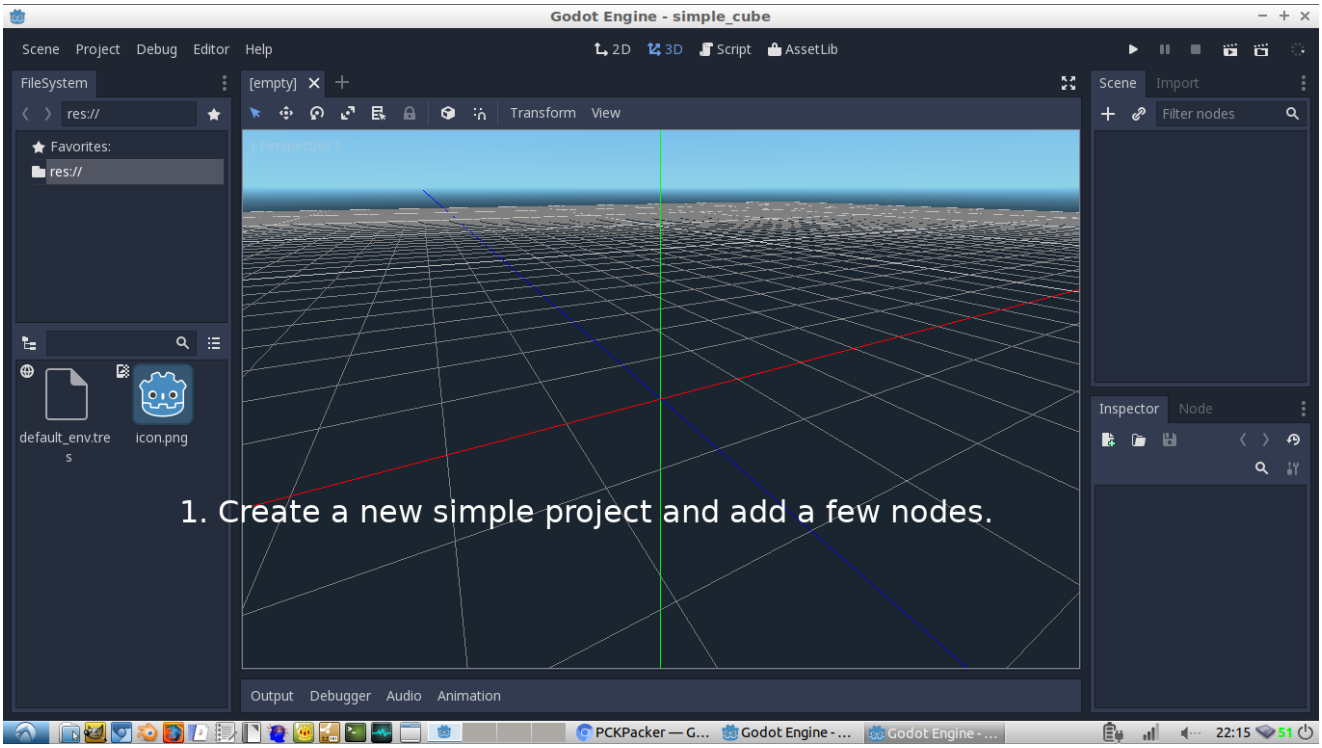
For importing, first create another new project, name it simplecube2.
Create a node called main and add a script to it.
In that script we will load the zipfile and then instance it.

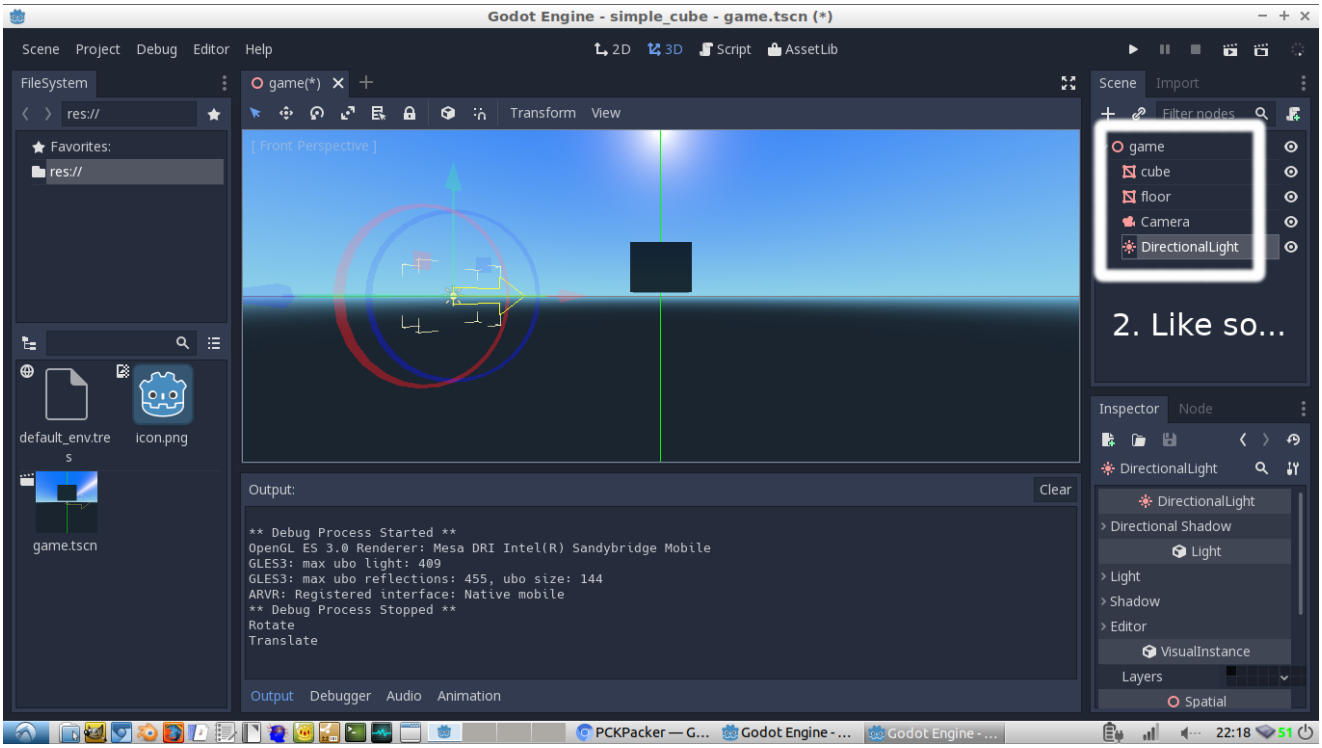
Please copy the zip file you created from the first project to this user dir- for eg: if you called it simplecube2, on linux it will be /home/$USER/.local/share/godot/simplecube2/.

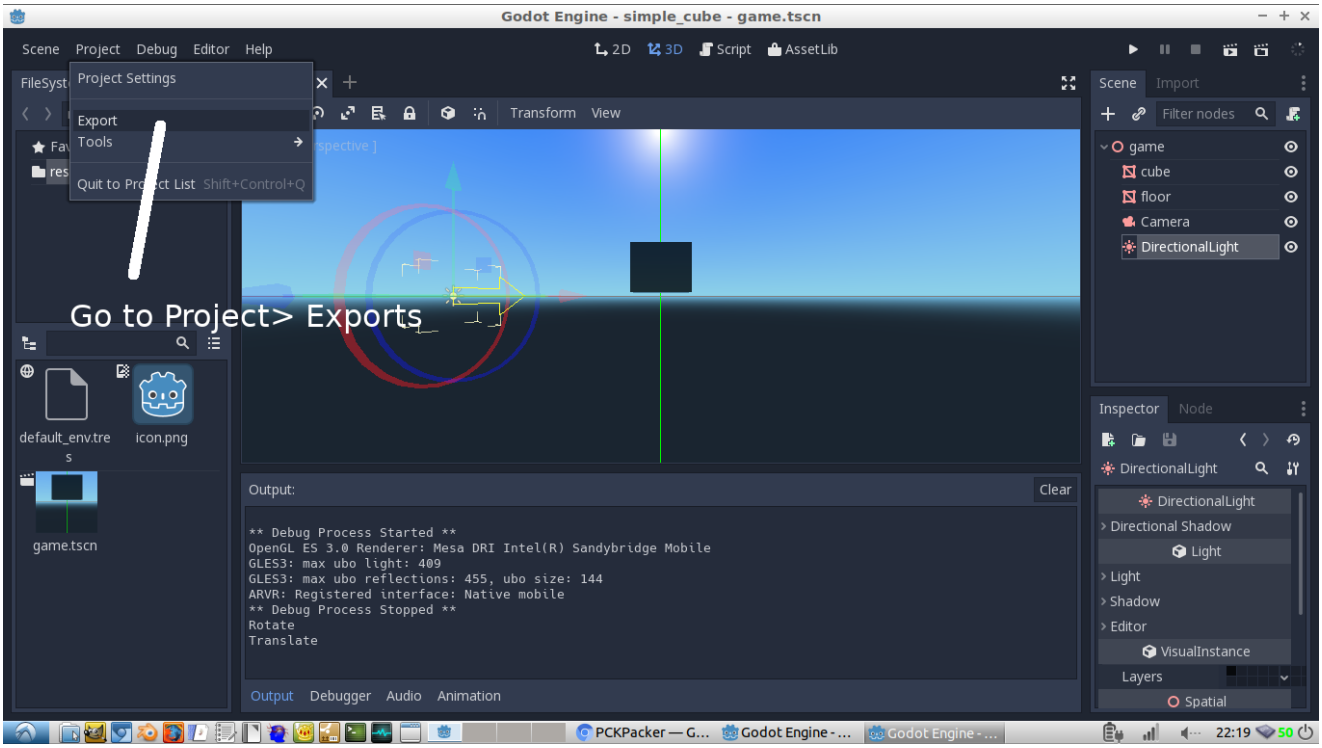
Now in the script of the second project, use the following to load up the zip file and instance it.

```
extends Spatial
func load_it():
     var x=ProjectSettings.load_resource_pack("user://simcube.zip")
     var inst=load("res://game.tscn").instance()
     add_child(inst)
     inst.set_owner(self)
```

Have fun.
thule_arch


Godot Engine - simple_cube
Scene Project Debug Editor Help
2D 3D Script AssetLib
FileSystem
res://
Favorites:
res://
default_env.tres
icon.png
[empty]
Transform View
[Perspective]
1. Create a new simple project and add a few nodes.
Output Debugger Audio Animation
Scene Import
Filter nodes
Inspector Node


Godot Engine - simple_cube - game.tscn (*)
Scene Project Debug Editor Help
2D 3D Script AssetLib
FileSystem
res://
Favorites:
res://
default_env.tres
icon.png
game.tscn
game(*)
Transform View
[Front Perspective]
Output:
Clear
** Debug Process Started **
OpenGL ES 3.0 Renderer: Mesa DRI Intel(R) Sandybridge Mobile
GLES3: max ubo light: 409
GLES3: max ubo reflections: 455, ubo size: 144
ARVR: Registered interface: Native mobile
** Debug Process Stopped **
Rotate
Translate
Output Debugger Audio Animation
Scene Import
Filter nodes
game
cube
floor
Camera
DirectionalLight
2. Like so...
Inspector Node
DirectionalLight
DirectionalLight
Directional Shadow
Light
Light
Shadow
Editor
VisualInstance
Layers
Spatial


Godot Engine - simple_cube - game.tscn
Scene Project Debug Editor Help
2D 3D Script AssetLib
Project Settings
Export
Tools
Quit to Project List Shift+Control+Q
Go to Project> Exports
Transform View
Scene Import
Filter nodes
game
cube
floor
Camera
DirectionalLight
Inspector Node
DirectionalLight
default_env.tres
icon.png
game.tscn
Output: Clear
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OpenGL ES 3.0 Renderer: Mesa DRI Intel(R) Sandybridge Mobile
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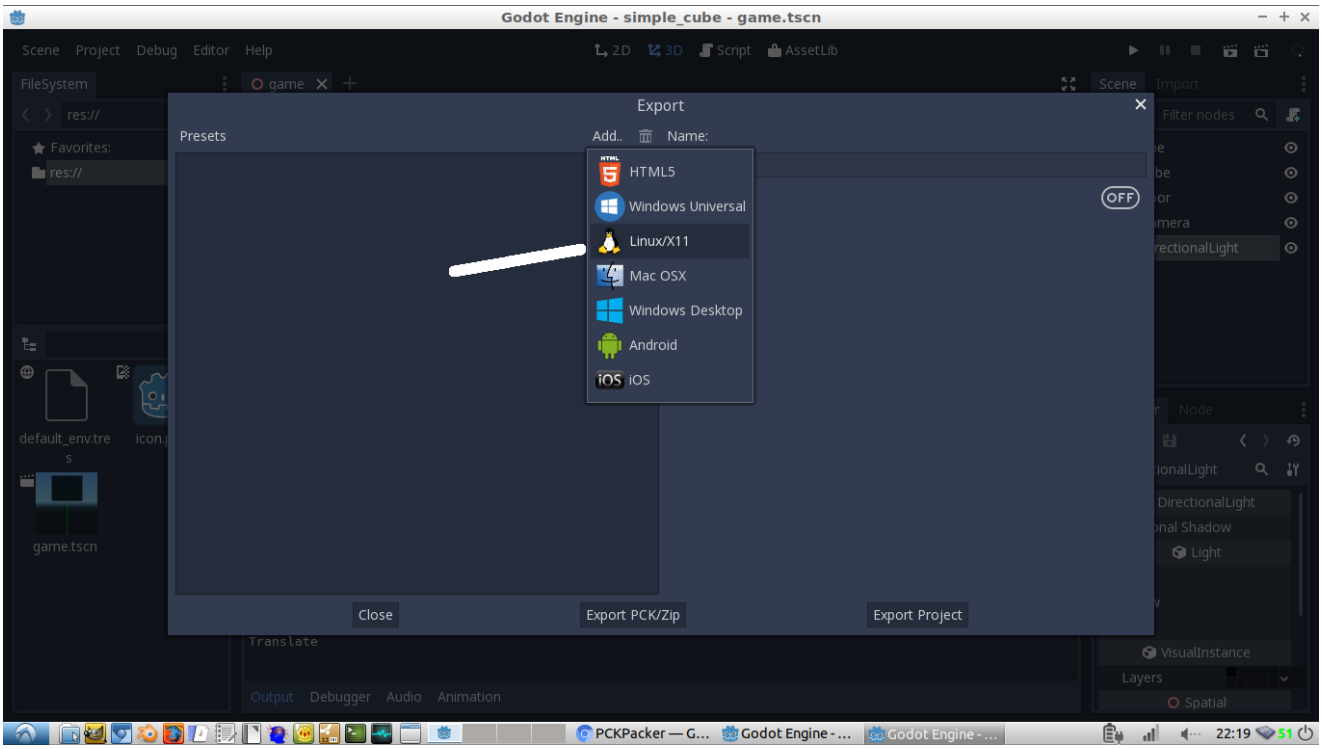
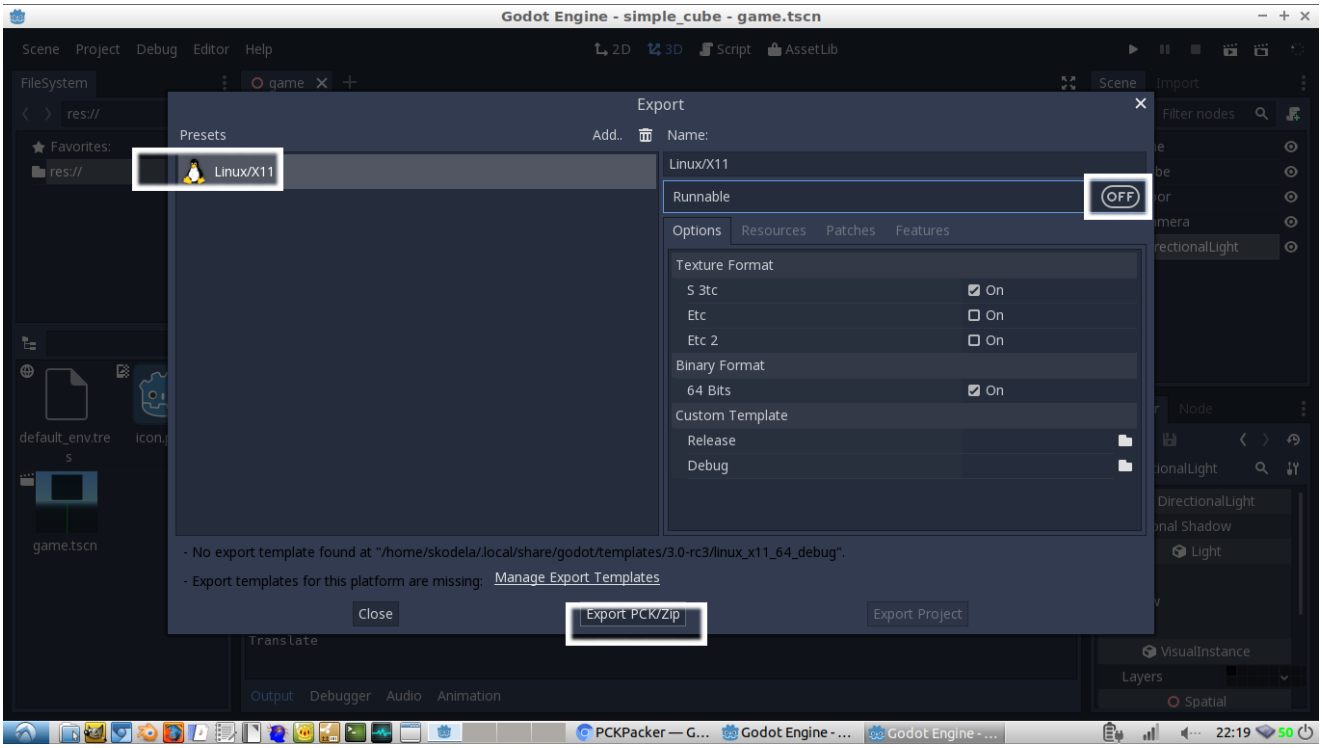
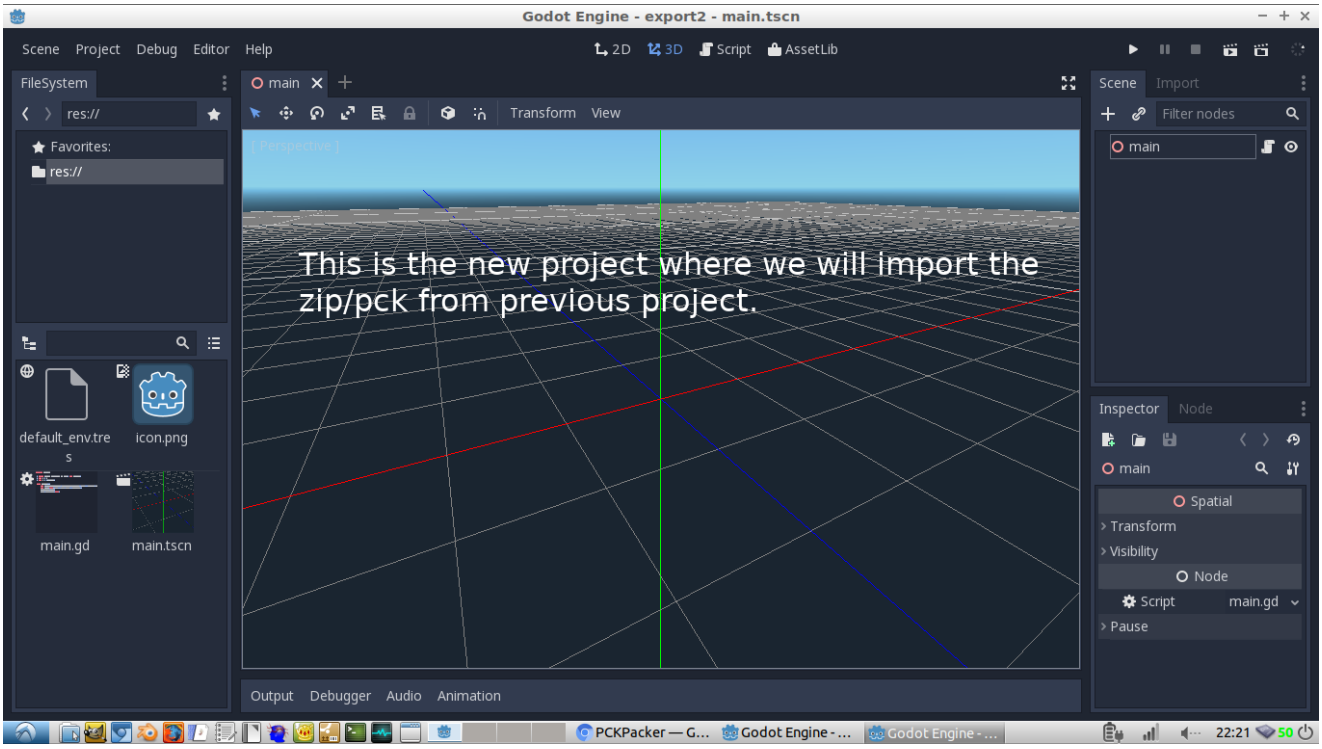
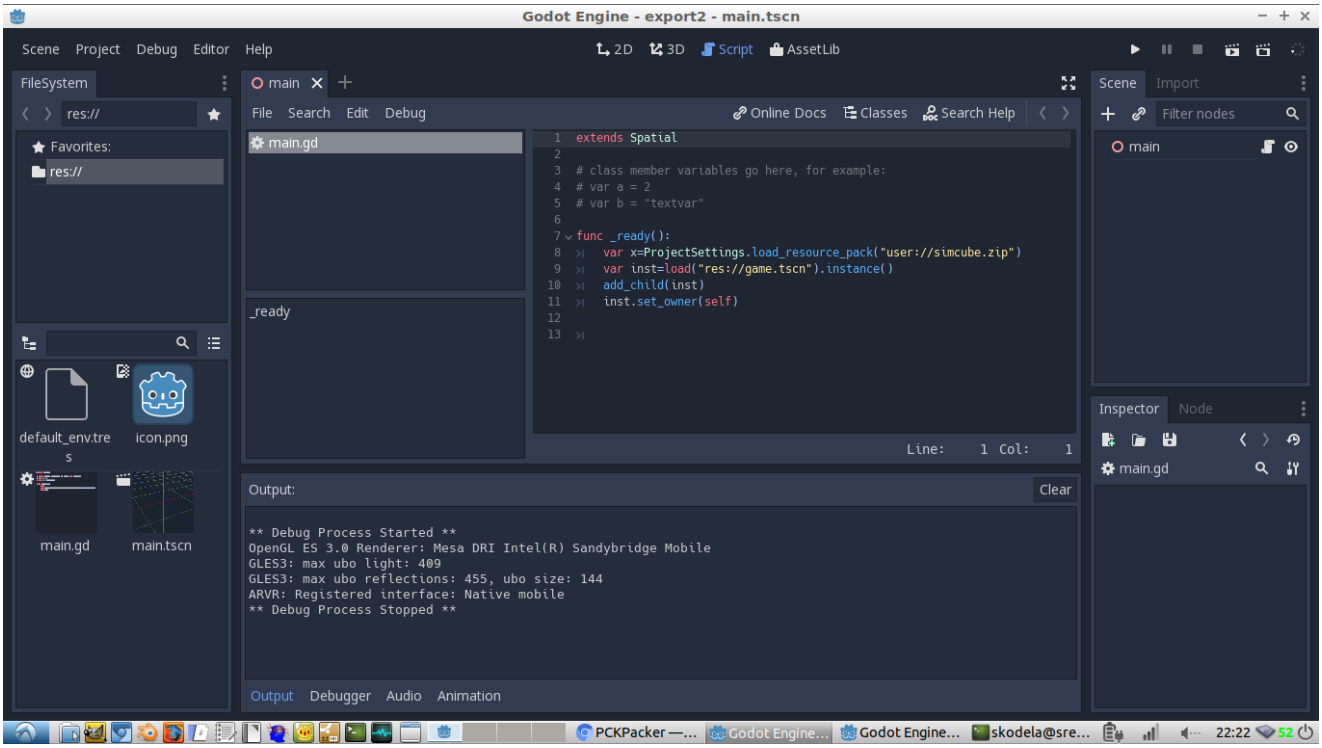
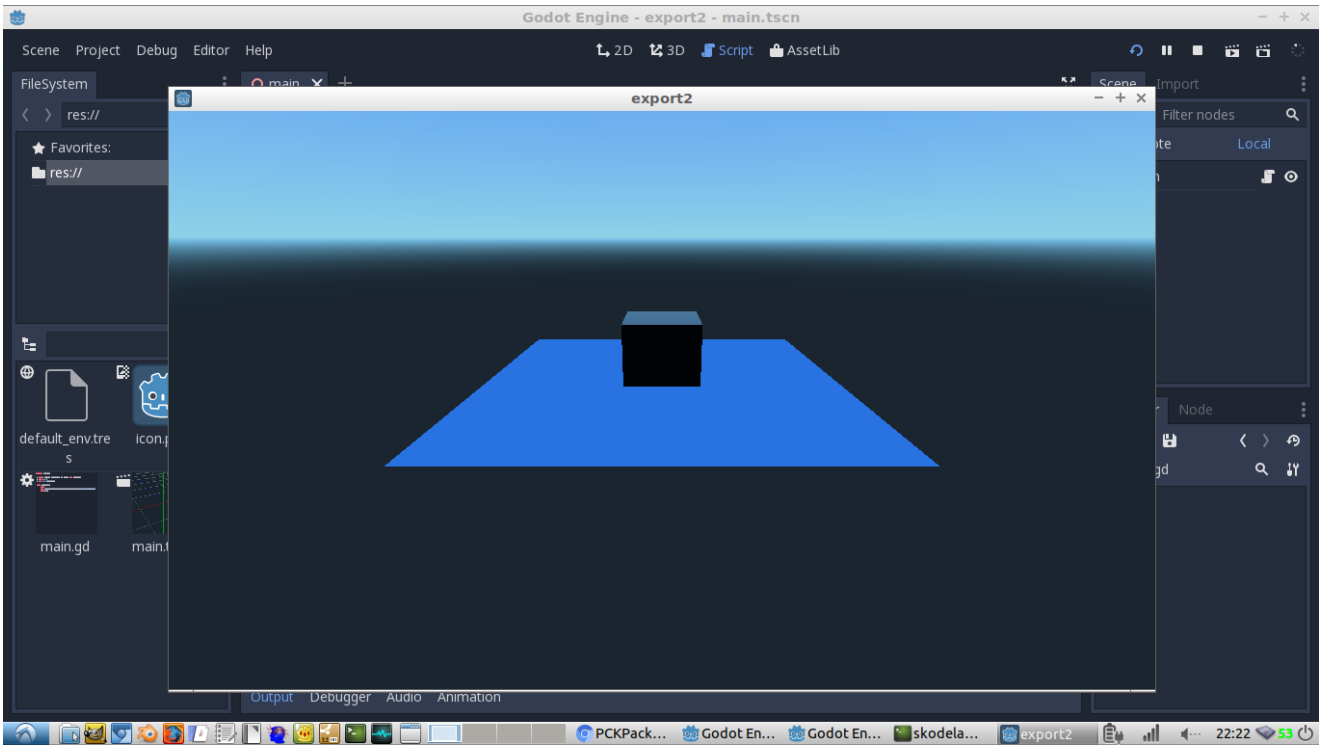
** Debug Process Stopped **
Rotate
Translate
Output Debugger Audio Animation
Directional Shadow
Light
Shadow
Editor
VisualInstance
Layers
Spatial
PCKPacker — G... Godot Engine - ... Godot Engine - ...
22:19


Godot Engine - simple_cube - game.tscn
Export
Presets
Add.. Name:
HTML5
Windows Universal
Linux/X11
Mac OSX
Windows Desktop
Android
iOS
OFF
Close
Export PCK/Zip
Export Project
FileSystem
Scene Import
default_env.tres
game.tscn
Translate
Output Debugger Audio Animation
PCKPacker — G... Godot Engine - ... Godot Engine - ...
22:19


Godot Engine - simple_cube - game.tscn
Export
Presets
Add..
Name:
Linux/X11
Runnable
OFF
Options
Resources
Patches
Features
Texture Format
S 3tc
On
Etc
On
Etc 2
On
Binary Format
64 Bits
On
Custom Template
Release
Debug
- No export template found at "/home/skodela/.local/share/godot/templates/3.0-rc3/linux_x11_64_debug".
- Export templates for this platform are missing:
Manage Export Templates
Close
Export PCK/Zip
Export Project


Godot Engine - export2 - main.tscn
This is the new project where we will import the zip/pck from previous project.
default_env.tres
icon.png
main.gd
main.tscn


Godot Engine - export2 - main.tscn
Scene Project Debug Editor Help
2D 3D Script AssetLib
FileSystem
res://
Favorites:
res://
default_env.tres
icon.png
main.gd
main.tscn
main
File Search Edit Debug
Online Docs Classes Search Help
main.gd
_ready
extends Spatial
class member variables go here, for example:
var a = 2
var b = "textvar"
func _ready():
var x=ProjectSettings.load_resource_pack("user://simcube.zip")
var inst=load("res://game.tscn").instance()
add_child(inst)
inst.set_owner(self)
Line: 1 Col: 1
Output:
Clear
** Debug Process Started **
OpenGL ES 3.0 Renderer: Mesa DRI Intel(R) Sandybridge Mobile
GLES3: max ubo light: 409
GLES3: max ubo reflections: 455, ubo size: 144
ARVR: Registered interface: Native mobile
** Debug Process Stopped **
Output Debugger Audio Animation
Scene Import
Filter nodes
main
Inspector Node
main.gd
PCKPacker —...
Godot Engine...
Godot Engine...
skodela@sre...
22:22
52


Godot Engine - export2 - main.tscn
Scene Project Debug Editor Help
2D 3D Script AssetLib
FileSystem
res://
Favorites:
res://
export2
default_env.tres
main.gd
Output Debugger Audio Animation
Filter nodes
Local
Node
PCKPack...
Godot En...
Godot En...
skodela...
export2
22:22
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