

Scene Import

Filter: name, 🔍

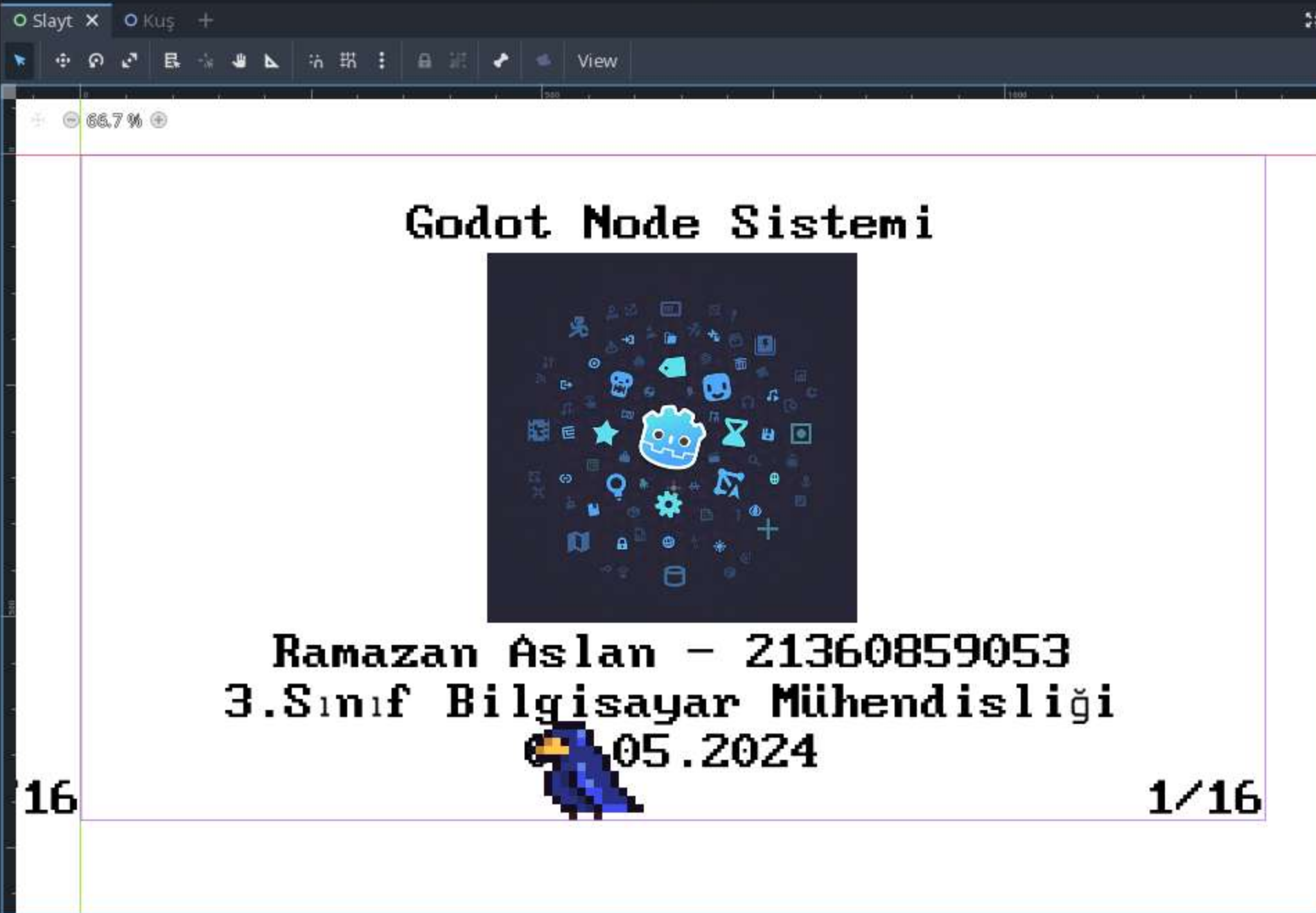
- ✓ Slayt
- Sayfalar
- Kuş

FileSystem

< > res://Kus/Kuş.tscn

Filter Files 🔍

- res://
- Font
- Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd

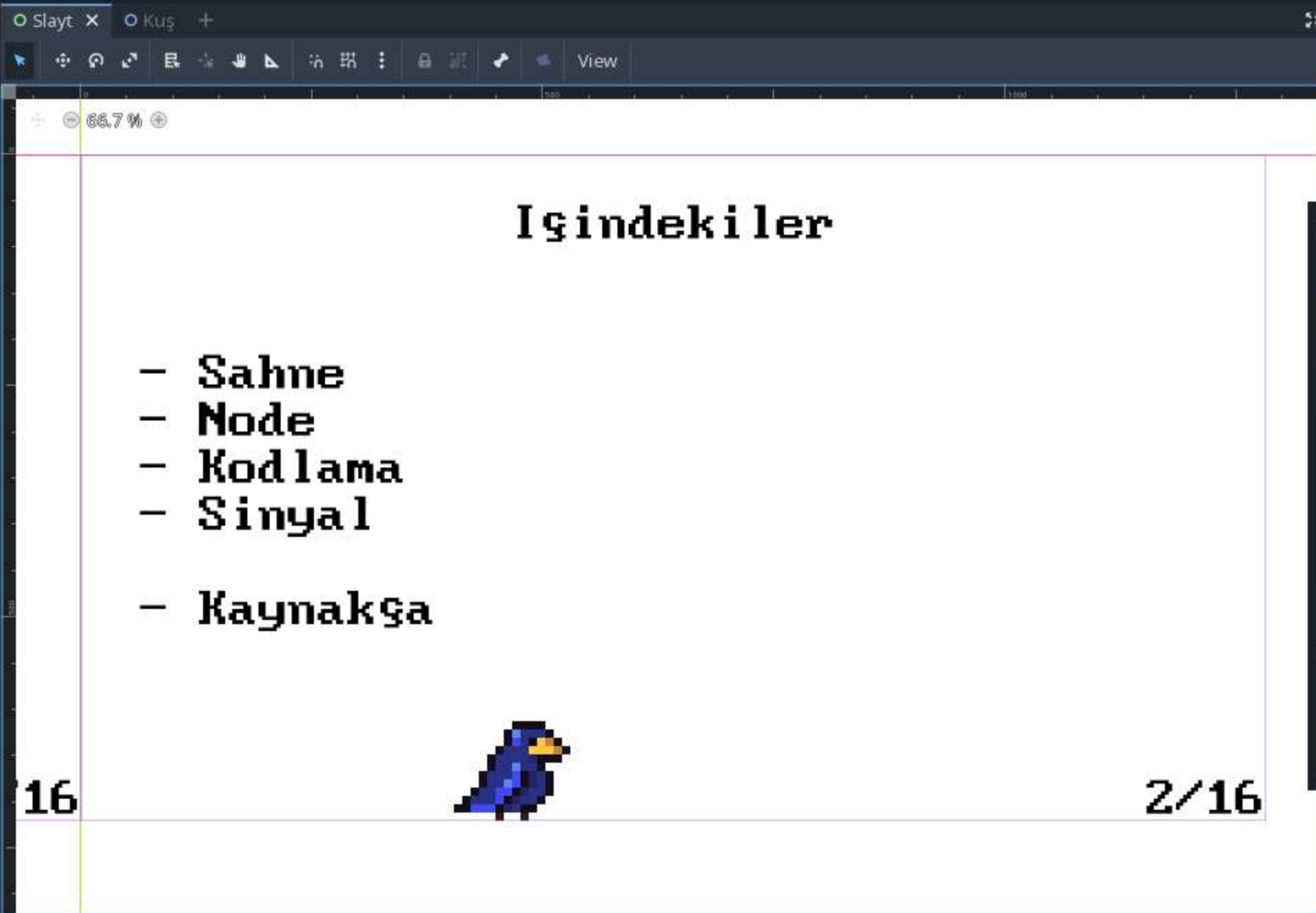


Inspector Node History

Filter Properties 🔍

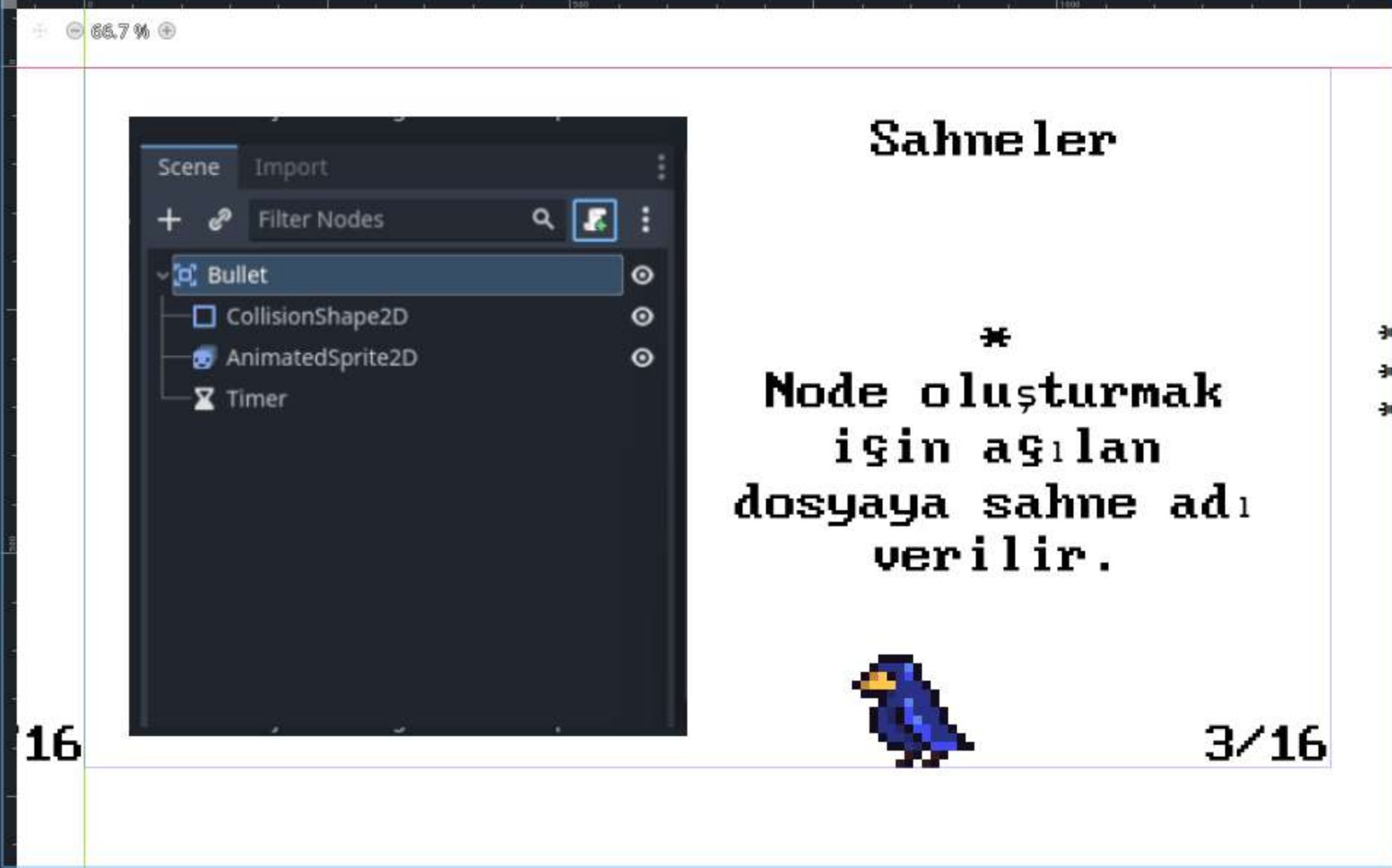
- ✓ Slayt
- Sayfalar
- Kuş

- res://
- Font
- Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd



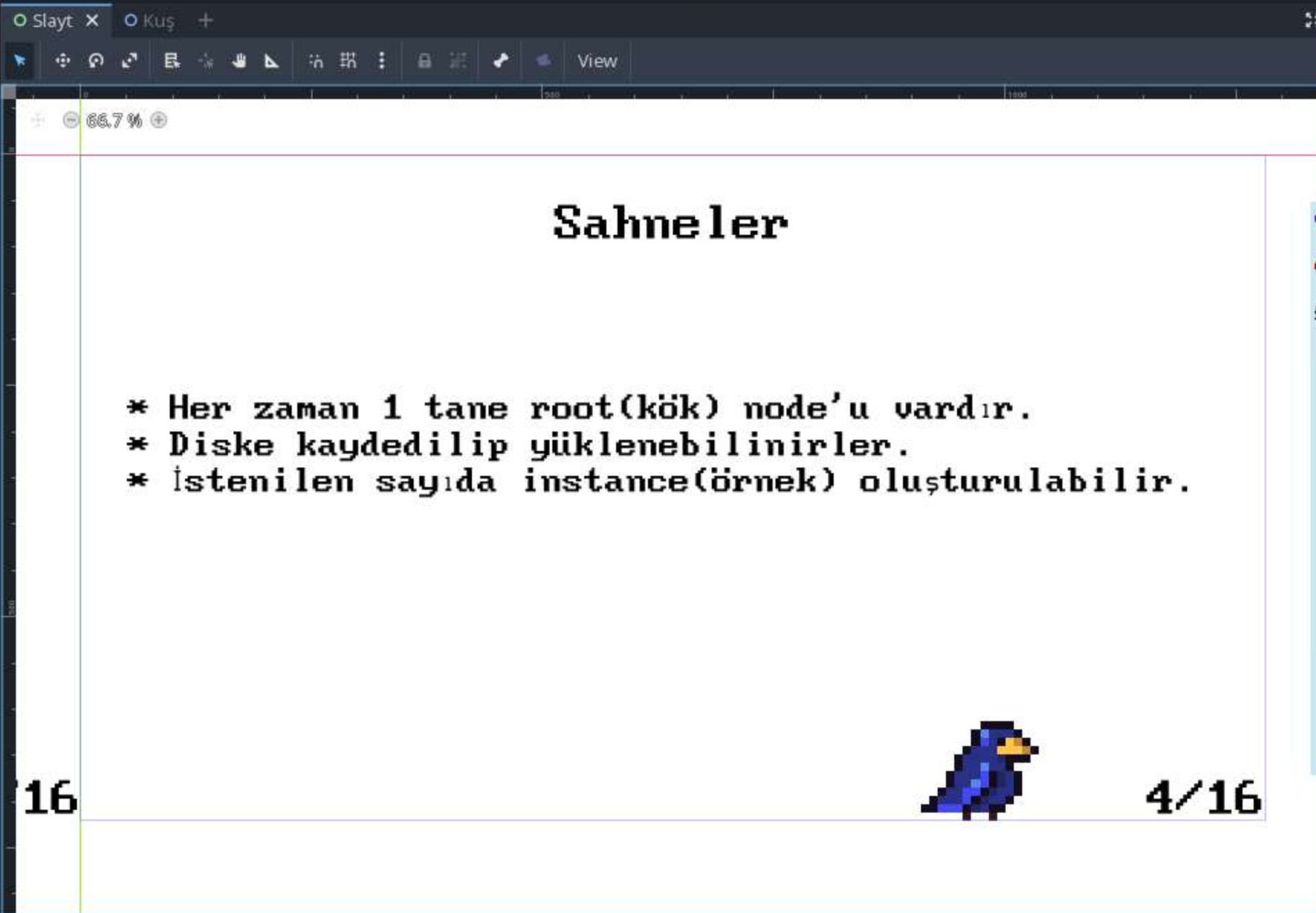
- ✓ Slayt
- Sayfalar
- Kuş

- res://
- Font
- Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd



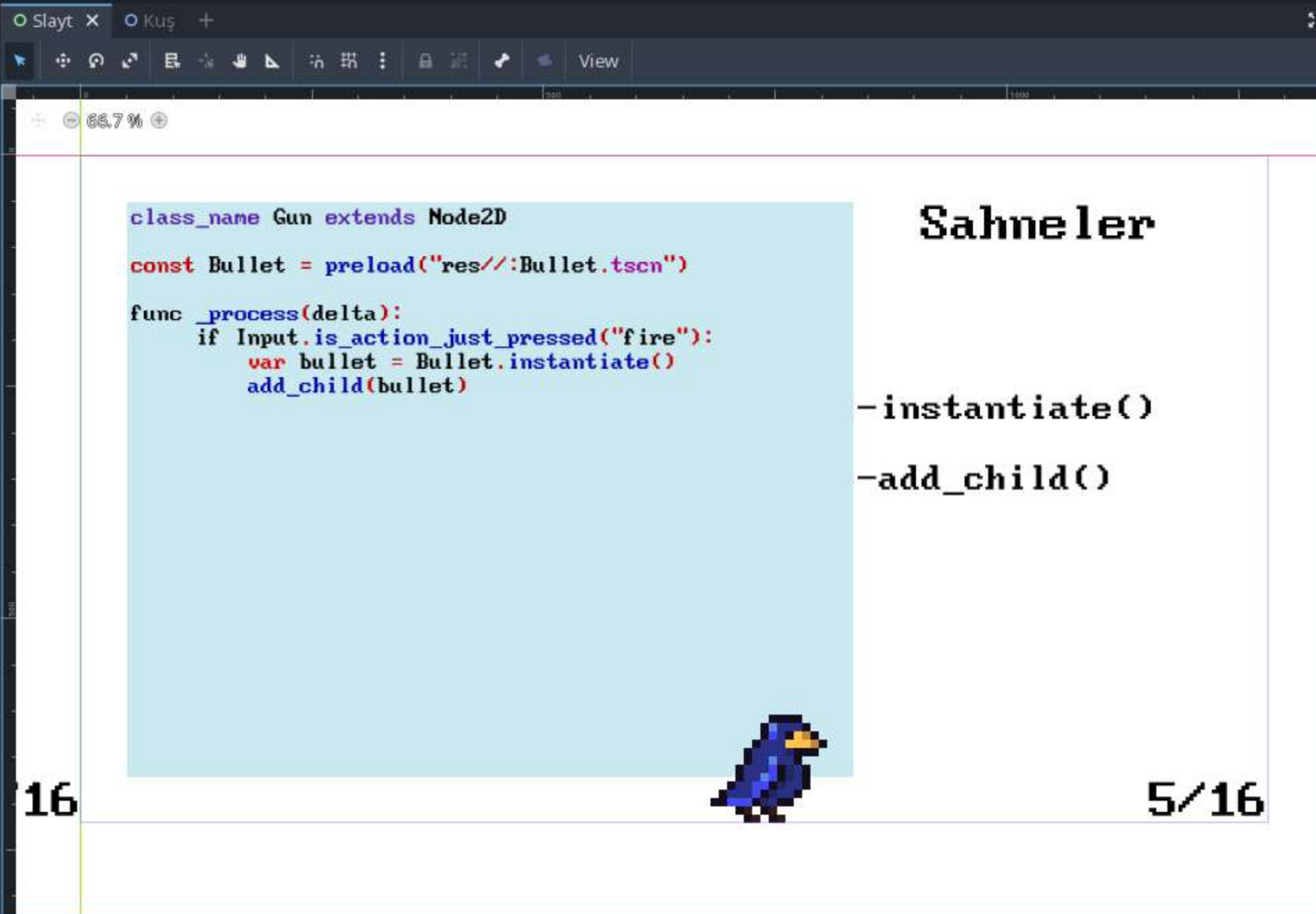
- ✓ Slayt
- Sayfalar
- Kuş

- res://
 - Font
 - Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd



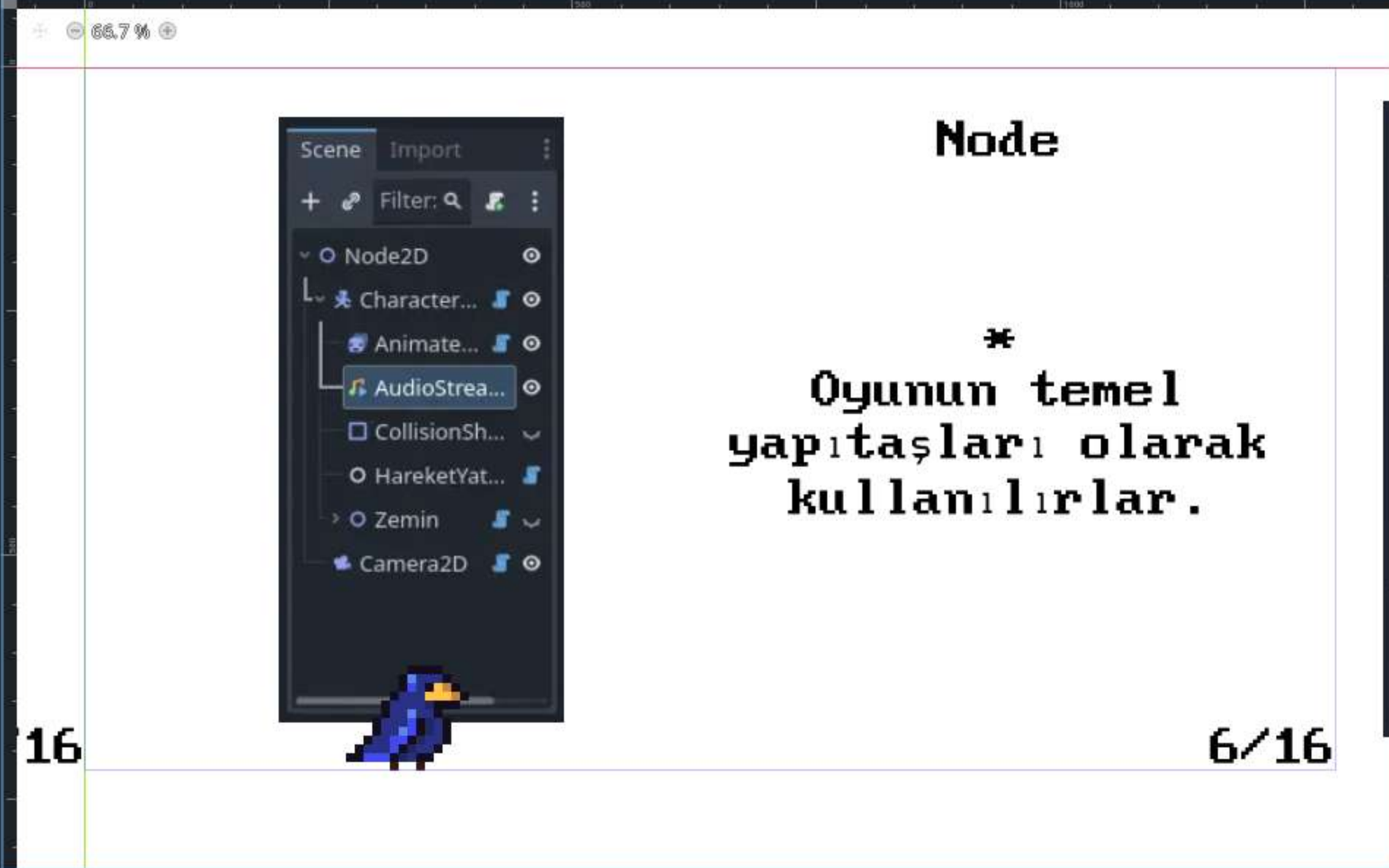
- Slayt
- Sayfalar
- Kuş

- res://
 - Font
 - Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd



- ✓ Slayt
- Sayfalar
- Kuş

- res://
- Font
- Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd



Scene Import

Filter: name, 🔍

- ✓ Slayt
 - Sayfalar
 - Kuş

FileSystem

< > res://Kus/Kuş.tscn

Filter Files 🔍

- res://
 - Font
 - Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd

Slayt X Kuş +

View

66.7%

Scene Import

Filter nodes 🔍

- ✓ Player
 - Mannequiny
 - CollisionShape
 - StateMachine
 - Move
 - Idle
 - Air
 - Run
 - CameraRig

16



7/16

Inspector Node History

Filter Properties 🔍

Scene Import

Filter: name, 🔍

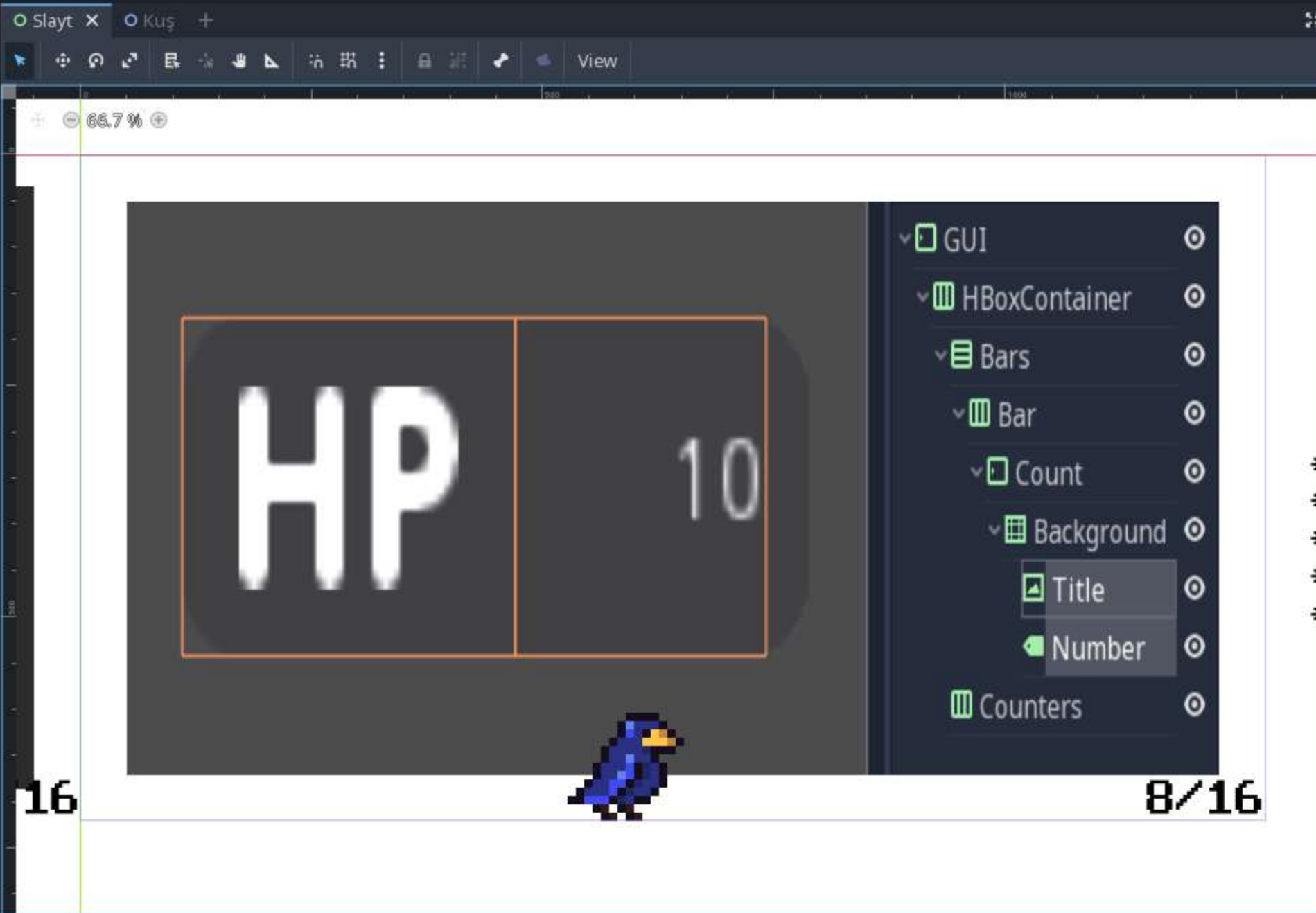
- ✓ Slayt
- Sayfalar
- Kuş

FileSystem

< > res://Kus/Kuş.tscn

Filter Files 🔍

- res://
- Font
- Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd

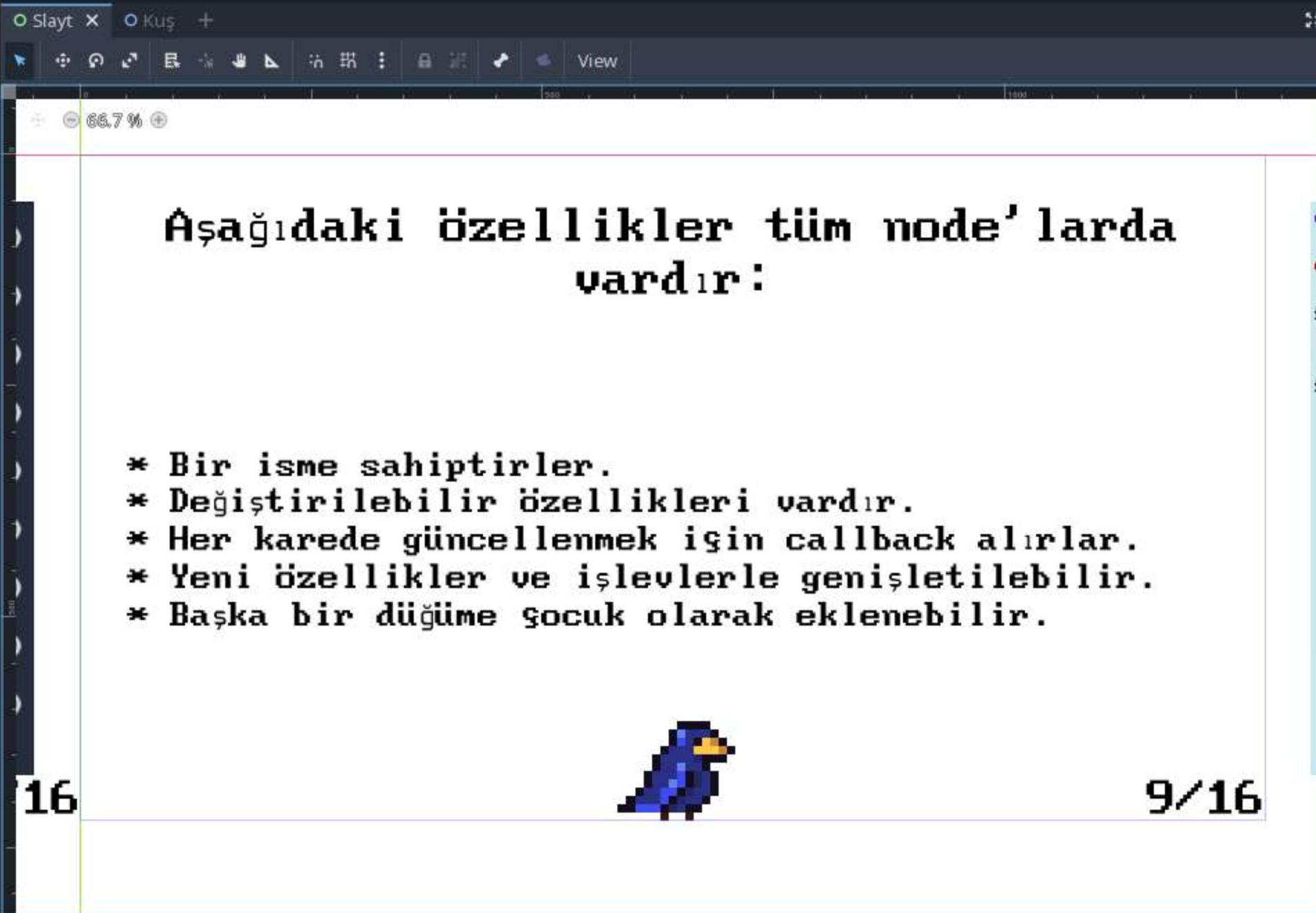


Inspector Node History

Filter Properties 🔍

- ✓ Slayt
- Sayfalar
- Kuş

- res://
- Font
- Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd



Scene Import

Filter: name, 🔍

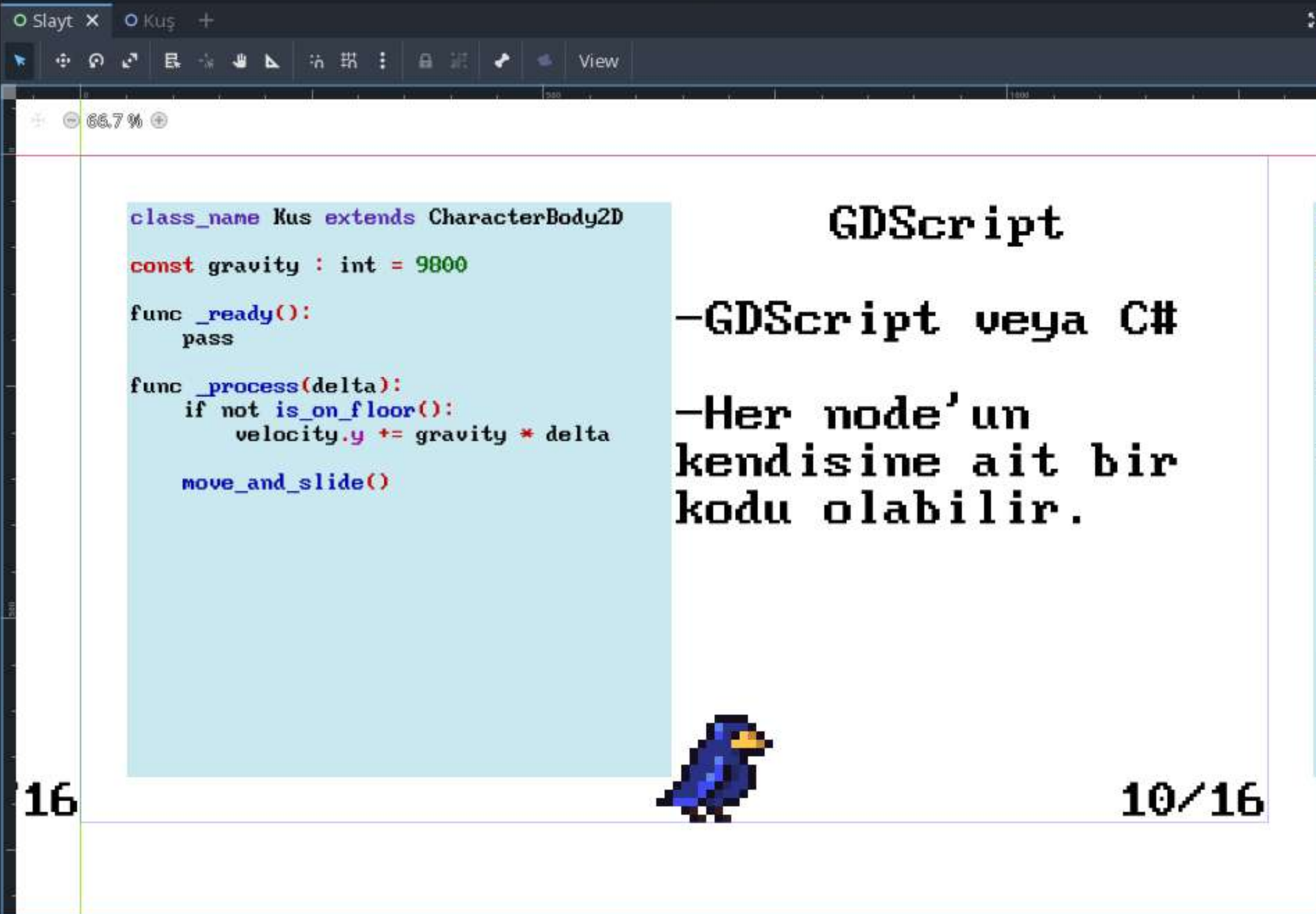
- Slayt
- Sayfalar
- Kuş

FileSystem

< > res://Kus/Kuş.tscn

Filter Files 🔍

- res://
 - Font
 - Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd



Inspector Node History

Filter Properties 🔍

Scene Import

Filter: name, 🔍

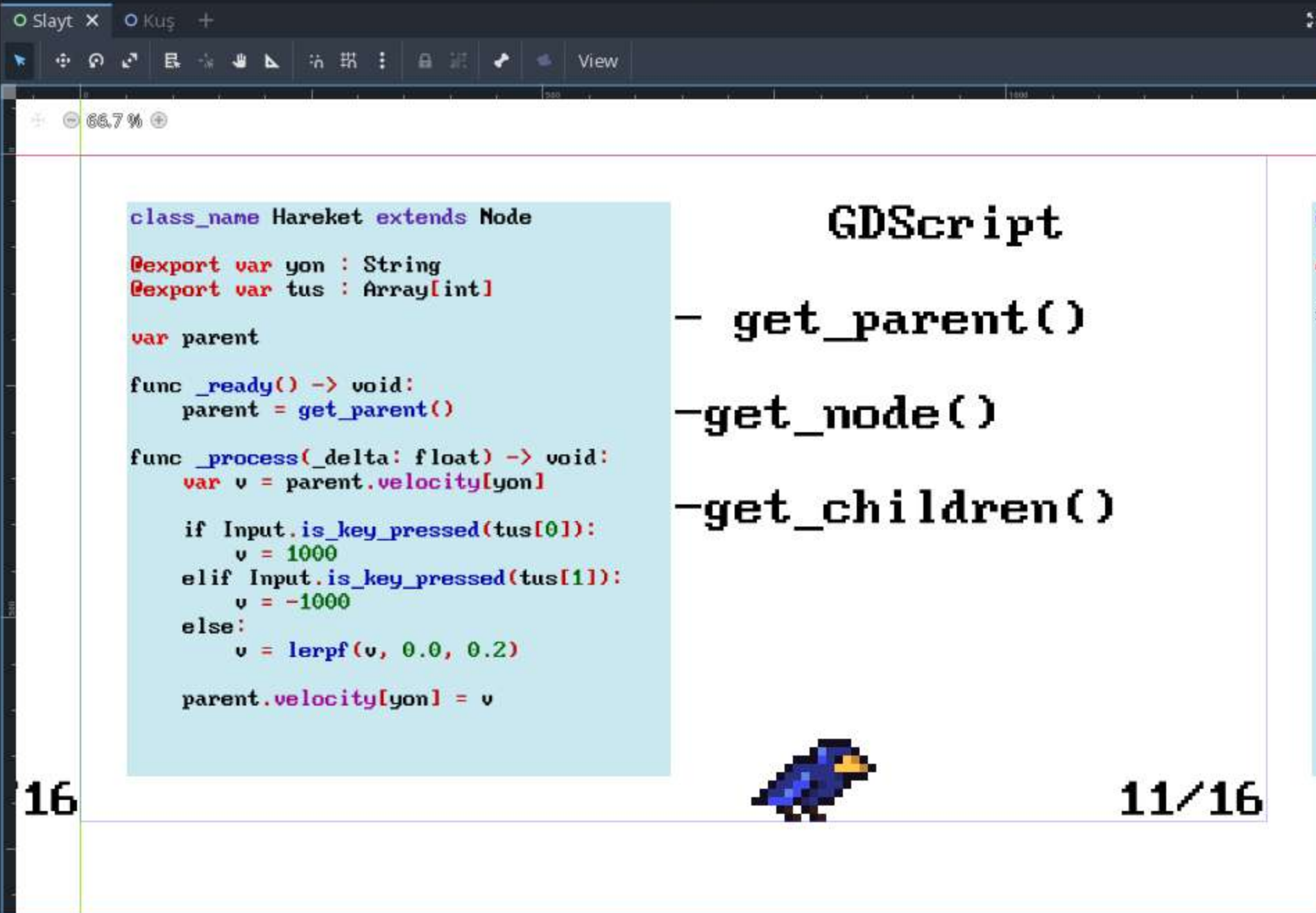
- Slayt
- Sayfalar
- Kuş

FileSystem

< > res://Kus/Kuş.tscn

Filter Files 🔍

- res://
 - Font
 - Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd



Inspector Node History

Filter Properties 🔍

16

11/16

Scene Import

Filter: name, 🔍

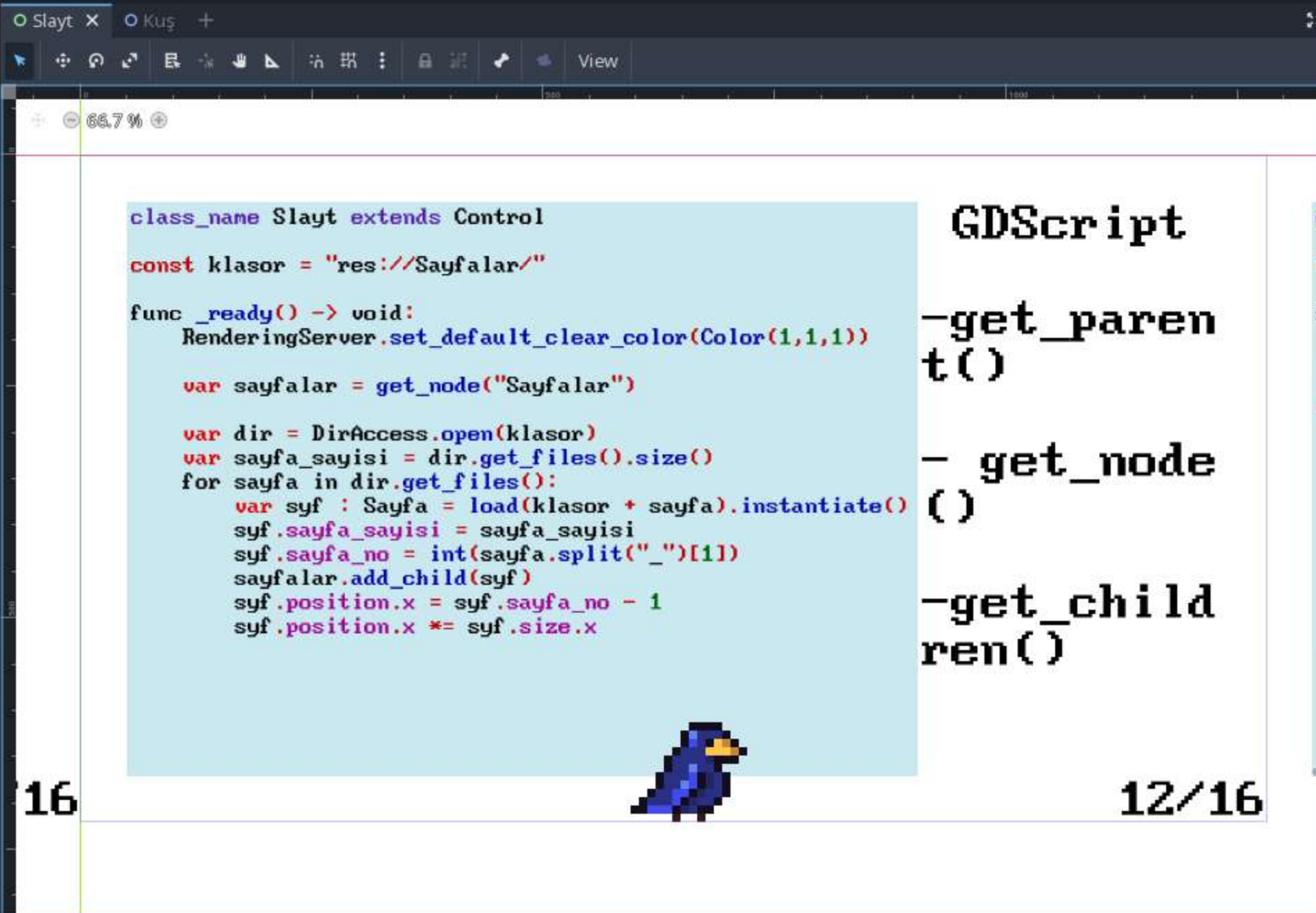
- Slayt
- Sayfalar
- Kuş

FileSystem

< > res://Kus/Kuş.tscn

Filter Files 🔍

- res://
 - Font
 - Kuş
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd



16

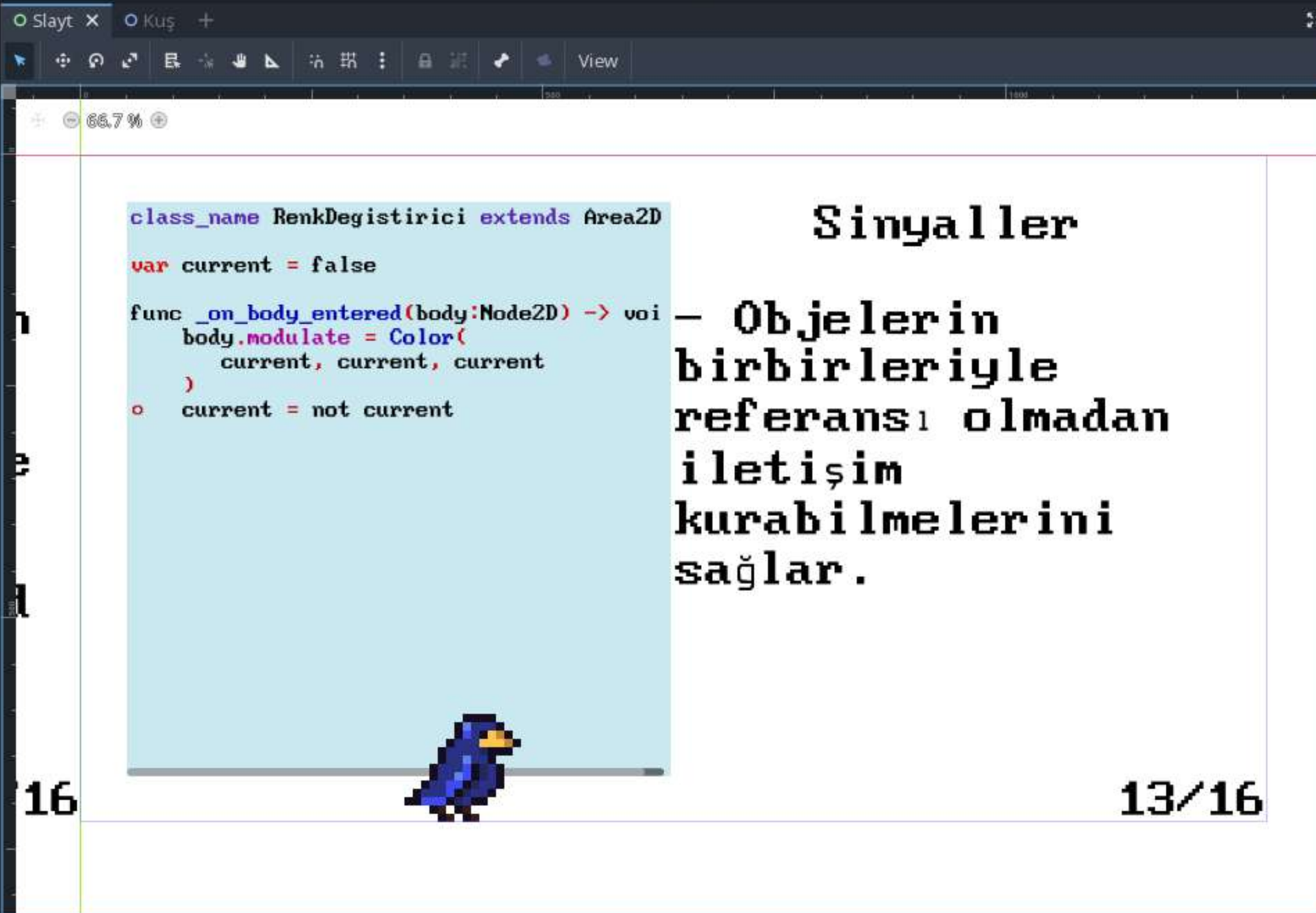
12/16

Inspector Node History

Filter Properties 🔍

- Slayt
- Sayfalar
- Kuş

- res://
 - Font
 - Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd



Scene Import

Filter: name, 🔍

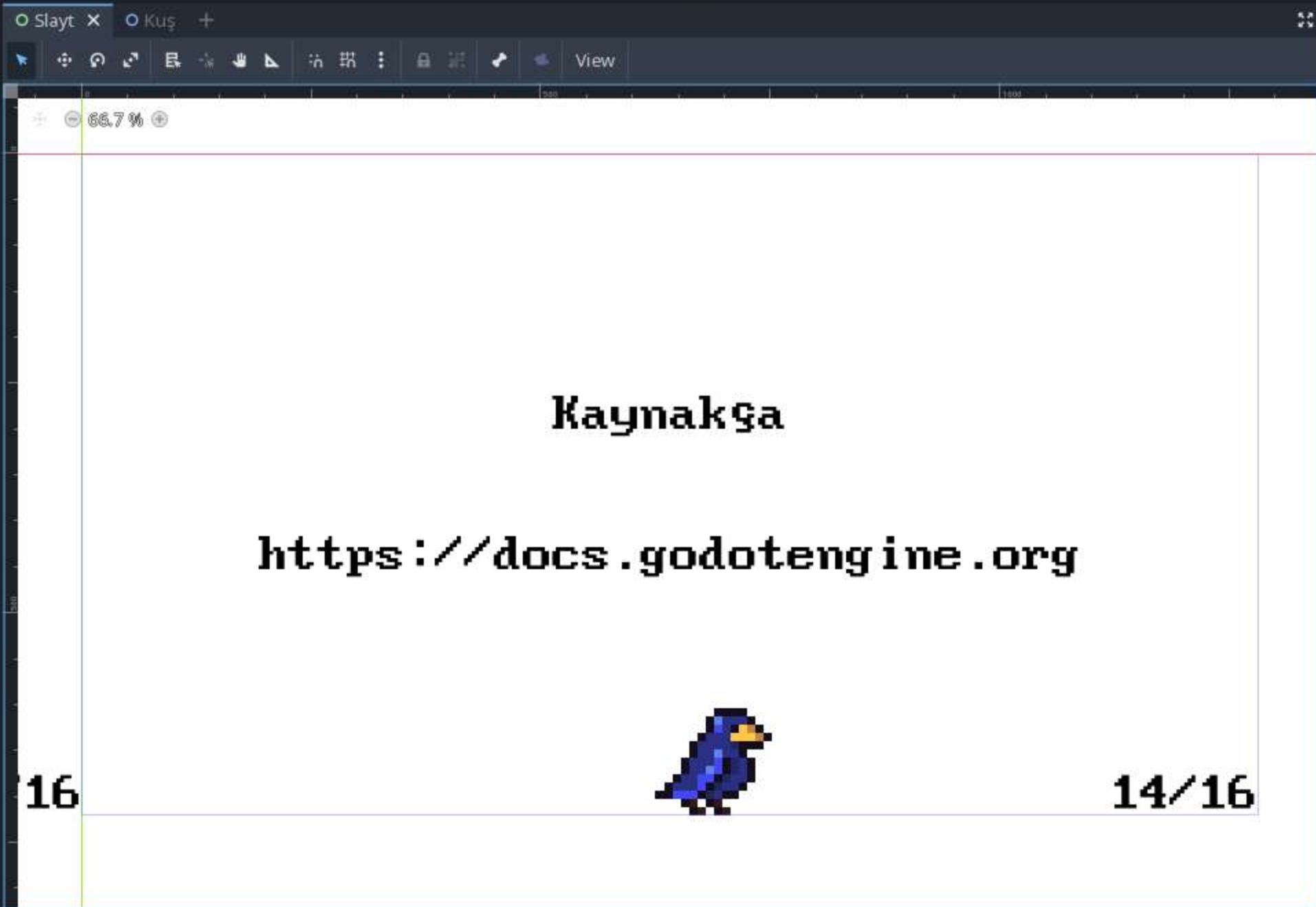
- Slayt
- Sayfalar
- Kuş

FileSystem

< > res://Kus/Kuş.tscn

Filter Files 🔍

- res://
 - Font
 - Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd



Inspector Node History

Filter Properties 🔍

Scene Project Debug Editor Help

2D 3D Script AssetLib

Forward+

Scene Import

Filter: name, 🔍

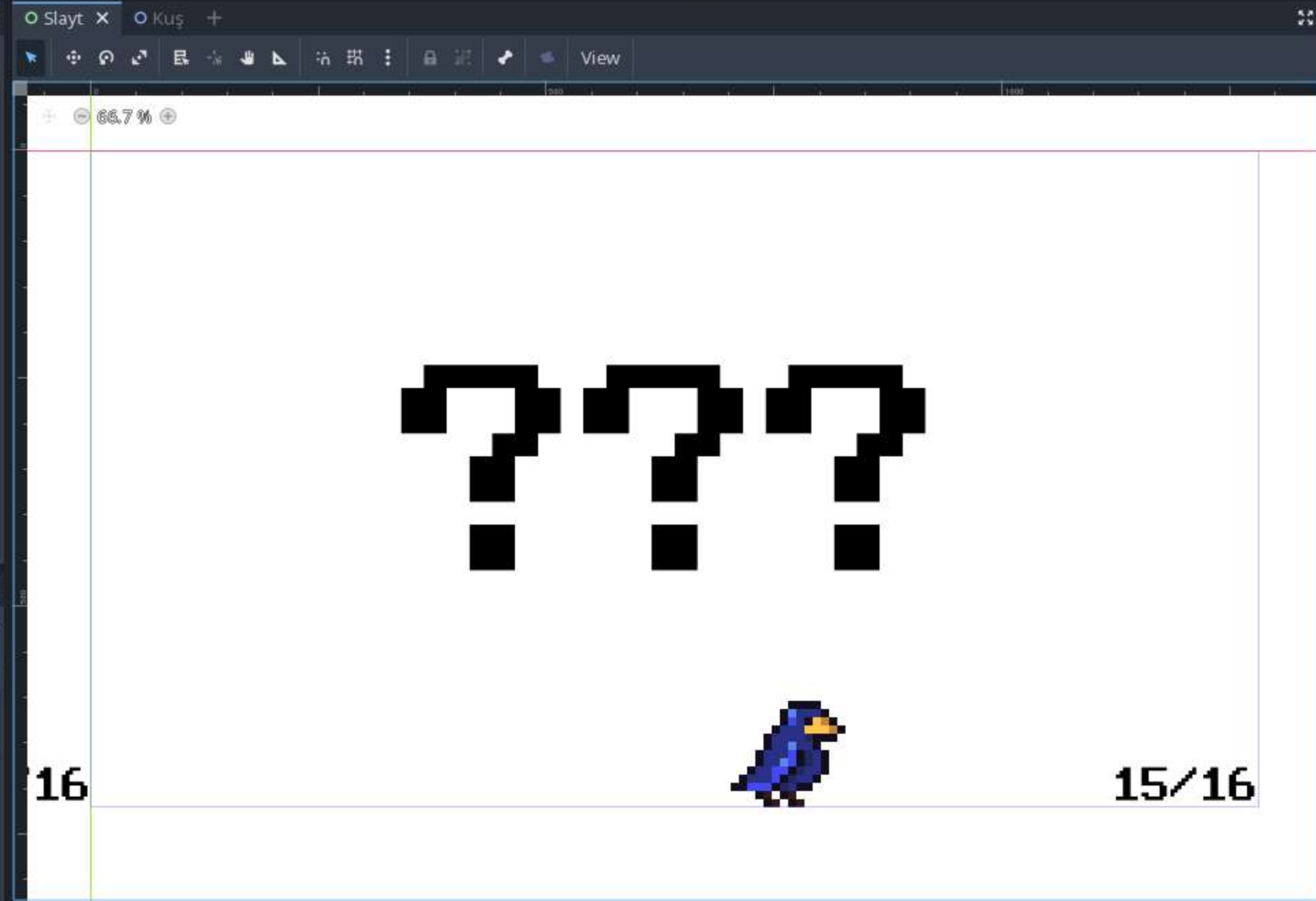
- ✓ Slayt
- Sayfalar
- Kuş

FileSystem

< > res://Kus/Kuş.tscn

Filter Files 🔍

- res://
 - Font
 - Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd



Inspector Node History

Filter Properties 🔍

Output Debugger Audio Animation Shader Editor

4.2.2.stable

- Slayt
- Sayfalar
- Kuş

- res://
 - Font
 - Kus
 - Animasyon.gd
 - Hareket.gd
 - Kamera.gd
 - Kuş.gd

