
Dyrri User Manual Documentation

Release v0.1

Sep 16, 2018

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Welcome to the official documentation of Godot Engine, the free and open source community-driven 2D and 3D game engine! If you are new to this documentation, we recommend that you read the introduction page to get an overview of what this documentation has to offer.

The table of contents below and in the sidebar should let you easily access the documentation for your topic of interest. You can also use the search function in the top left corner.

Tip: This is the documentation for the stable 3.0 branch. Looking for the documentation of the current **development** branch? [Have a look here](#). For the stable 2.1 branch, [it's here](#).

Note: Godot Engine is an open source project developed by a community of volunteers. It means that the documentation team can always use your feedback and help to improve the tutorials and class reference. If you do not manage to understand something, or cannot find what you are looking for in the docs, help us make the documentation better by letting us know!

Submit an issue or pull request on the [GitHub repository](#), or discuss with us on the #godotengine-doc IRC channel on freenode!

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CHAPTER 1

Introduction

To use this template, simply update it:

```
import read-the-docs-template
```

1.1 Usage

- Be awesome
- Make things faster

1.2 Installation

Install \$project by running:

```
install project
```

1.3 Navigating the App

- Issue Tracker: [github.com/\\$project/\\$project/issues](https://github.com/$project/$project/issues)
- Source Code: [github.com/\\$project/\\$project](https://github.com/$project/$project)

1.4 Support

If you are having issues, please let us know. We have a mailing list located at: project@google-groups.com

1.5 License

The project is licensed under the BSD license.

CHAPTER 2

Getting Around in the App

To use this template, simply update it:

```
import read-the-docs-template
```

2.1 Usage

- Be awesome
- Make things faster

2.2 Installation

Install \$project by running:

```
install project
```

2.3 Navigating the App

- Issue Tracker: [github.com/\\$project/\\$project/issues](https://github.com/$project/$project/issues)
- Source Code: [github.com/\\$project/\\$project](https://github.com/$project/$project)

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CHAPTER 3

Key Features

To use this template, simply update it:

```
import read-the-docs-template
```

3.1 Timeline

- Be awesome
- Make things faster

3.2 Day View

Install \$project by running:

```
install project
```

3.3 Perspective

- Issue Tracker: [github.com/\\$project/\\$project/issues](https://github.com/$project/$project/issues)
- Source Code: [github.com/\\$project/\\$project](https://github.com/$project/$project)

3.4 Editor

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3.5 Day Trails

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- genindex
- modindex
- search