Here's a short guide on the basics of navigating godot and working with project RTS

Please refer to the Godot Docs for more in depth information. This guide will repeat and paraphrase a lot of the 'Getting Started' section provided there.

IMPORT

Upon downloading the engine, you will find yourself faced with the project selection screen once the engine is run. This window will look as such:
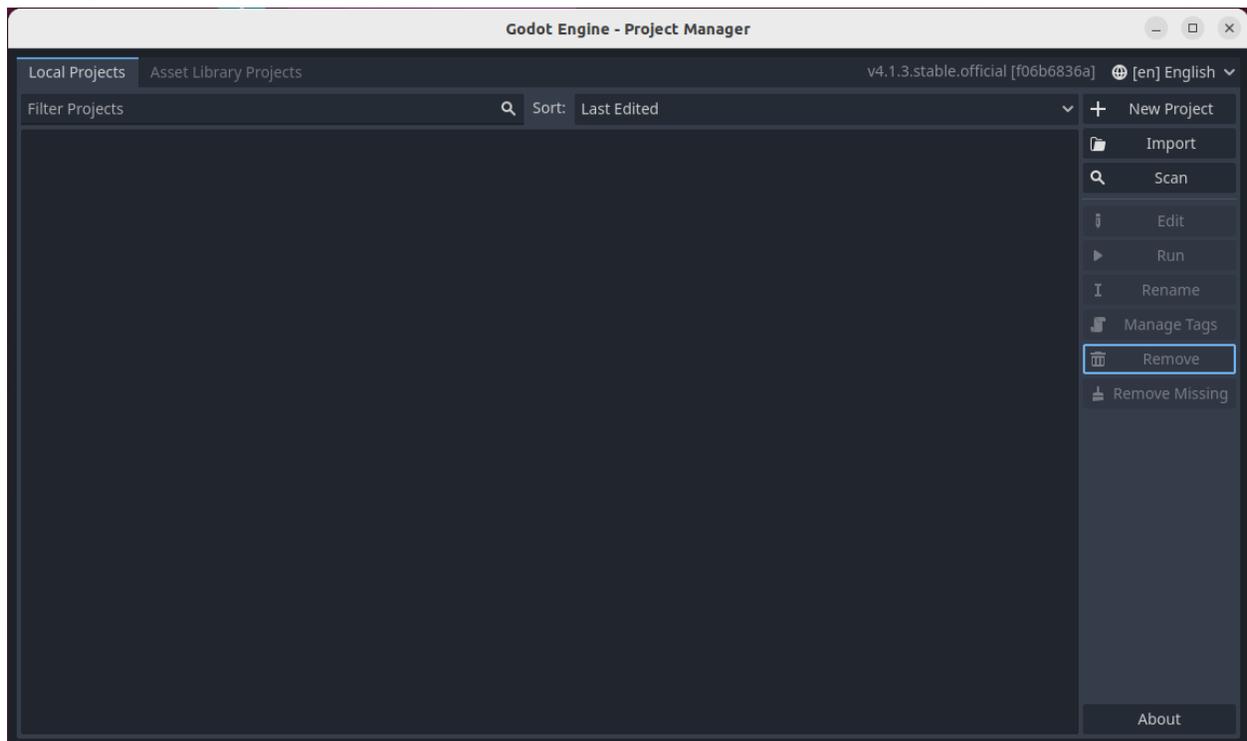
The project manager scene with no projects imported or begun

From this window, you can start your own project, take a look at asset library projects, or import an existing project with the project.godot file found in the root folder of your project. The engine will auto-convert versions if necessary on import. It will launch the editor upon import or selection of a project.

EDITOR
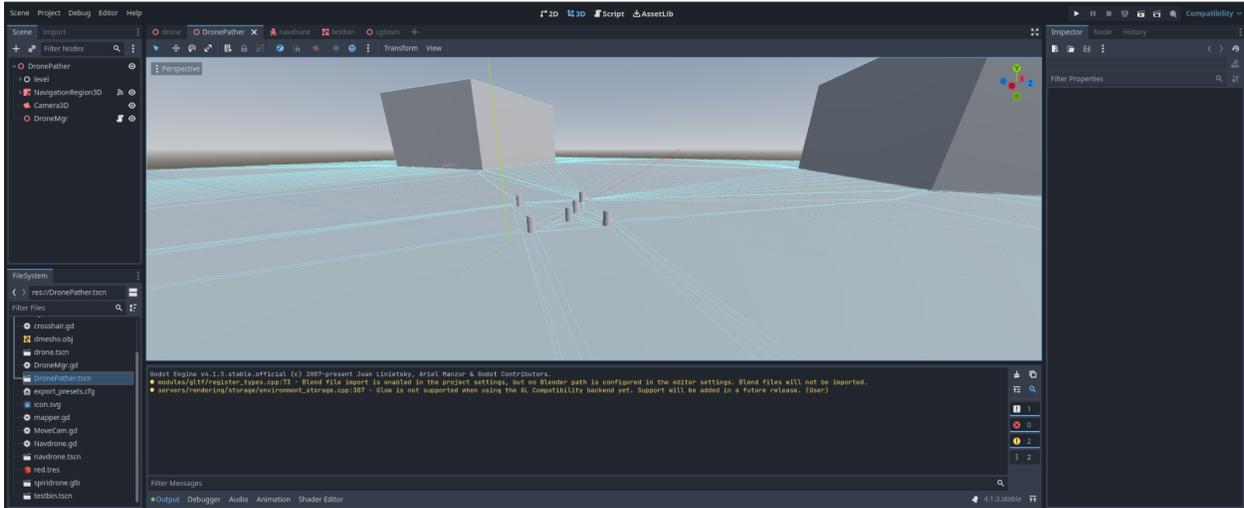
Editor window with main scene pulled up in 3D view

On the bottom left is your filesystem. Here you can pick the scenes or nodes or scripts you want to pull up. The image depicts the default scene, DronePather.tscn, not all scenes are meant to be run, and are generally trees of nodes meant to be loaded into other scenes. The two scenes meant to run and interact with on this project are DronePather and cgtosm.
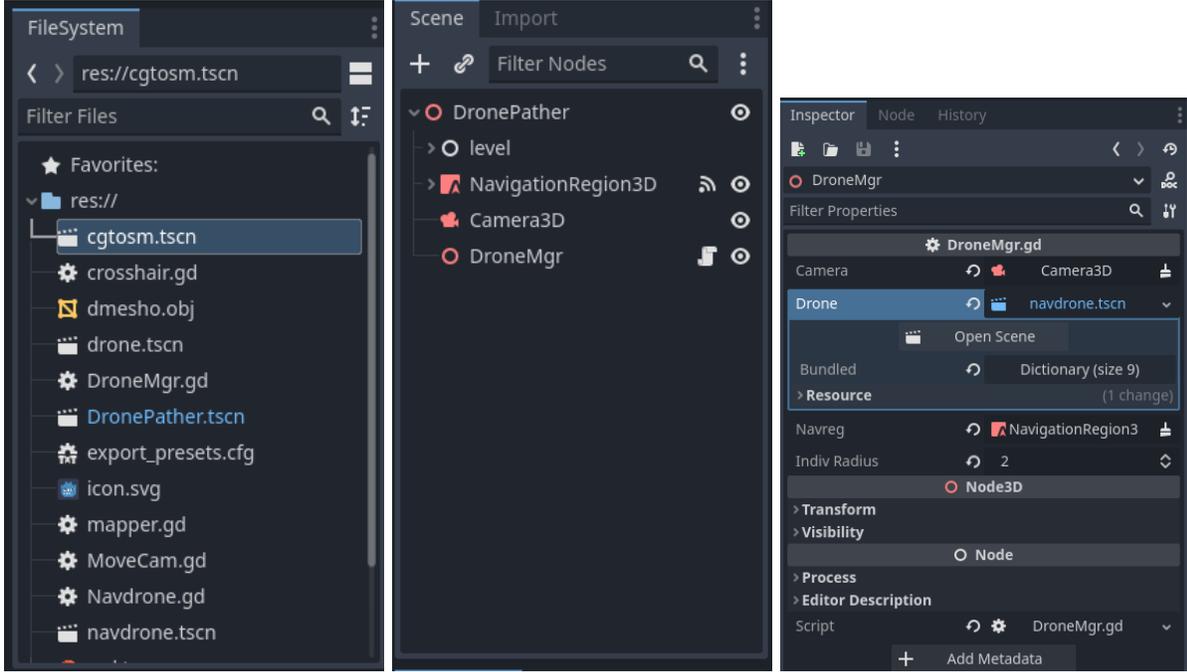

FileSystem(bottom left)   Scene Tree(above FileSystem)   Inspector(Upper Right)

Above your file system is your scene tree, showing all the nodes that are loaded into your scene. You may click a node and it'll pull up relevant details on the inspector on the right side of your screen.

At the top center lie your views, they will automatically switch between a 3d/2d view of your scenes to your individual scripts' code in an integrated ide, based on what you've double clicked from your filesystem or inspector. So if you pull up a script and want to go back to seeing the already loaded main scene, you can just hit the 3D button.
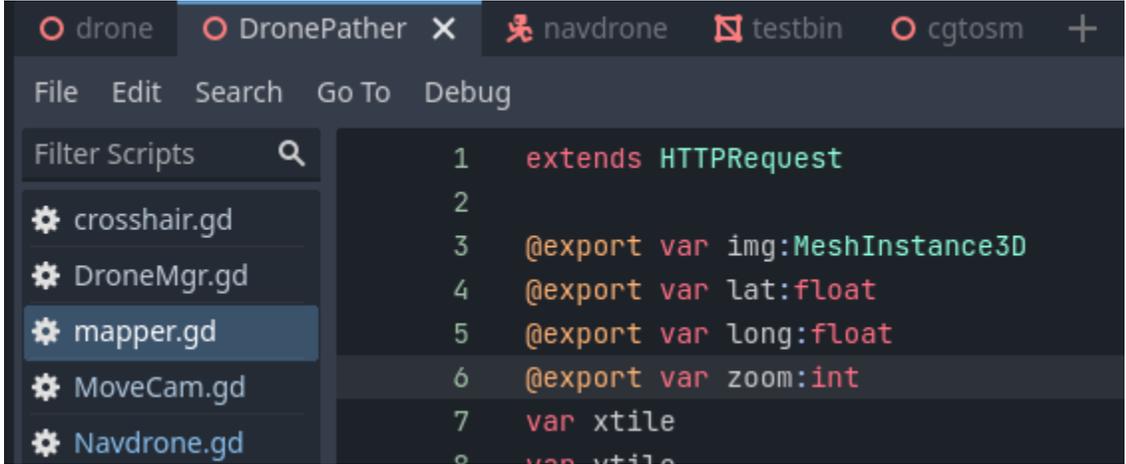
Top right of the viewport w/ Script view selected, displaying a multitude of scene and ide tabs.

On the top right are your run buttons. The play button will play the main scene in the project, DronePather for our project. If you want to run cgtosm for example, you will need to use the "Run Current/Specific Scene" buttons.
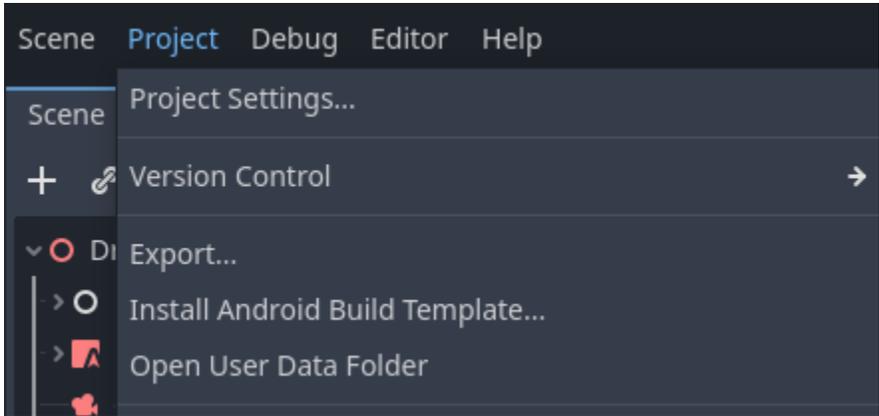
The top left section allows you to look at more logistical things regarding your project and scenes, including debug settings, though most importantly for starters if the project and export settings. The project settings carry all of the defaults, input systems, physics etc. and your Export settings govern how and to what platform you can export your project.

EXERCISE

As a starting exercise to familiarize yourself, try to inspect the code/documentation within the cgtosm and dronepather scenes to figure out what inputs can be made, then find what keyboard and mouse buttons those inputs are bound to in your project settings, then explore those two scenes' functionality.

If you just wish to try the functionality, refer to the next page for scene controls.

CONTROLS

cgtosm Controls:

Use the mapper node to select a set of coordinates and zoom level, default is a relatively highly zoomed in section of McGill University.

WASD - Move camera
Arrow Keys - rotate, zoom in or out

There's a 100x100 meter crosshair that is supposed to render over the map image, to check scale.

DronePather Controls:

Middle click to summon a drone on cursor,
Left Click to have all current drones path toward cursor.