

GDScript Cheat Sheet

by Lollygag via cheatography.com/203203/cs/43254/

Declare variables	
var my_variable = 10	Declare a variable
my_variable = 20	Change the value of a variable
var my_int: int = 5	Declare a variable with a specific type
static var my_static_variable = 30	Declare a static variable
my_static_variable = 40	Change the value of a static variable
MyClass.my_static_variable = 40	Since statics belong to the class, you can also use them
const MY_CONSTANT = 100	Declare a constant

Comments

This is a multiline string, not a comment! And thus it will be parsed by interp ret er... # Now this # is a multiline comments # Interp reter will not read this

Variable Types	
var x: int = 42	int: Integer numbers
var y: float = 3.14	float: Floati- ng-point numbers
var is_active: bool = true	bool: Boolean values (true or false)
var name: String = "lollyg- ag"	String: Text strings
var my_array: Array = [1, 2, 3, 4, 5]	Array: Ordered list of elements
<pre>var my_dict: Dictionary = {"key1": "value1", "key2": "value2"}</pre>	Dictionary: Key-value pairs



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