

Configuration

Godot Frog Framework tools configuration is done in the file `.gff/commands/common/configuration.py` in your project repository.

Here is a sample file that shows the configuration possibilities:

```
from .classes import App, Apps, Depot, Drm, Platform, Store

# API url of your repository (used to automatically create a release entry when releasing a
# new version of your game).
FORGEJO_API_URL = "https://git.collectivit.fr/api/v1/repos/frog-collective/godot-starter-
project"
# Your game name. It should automatically be set when creating your project with the dotnet
# template.
GAME_NAME = "StarterProject"
# List all the platforms supported by your project.
PLATFORM_NAMES: list[Platform] = [Platform.Linux, Platform.Windows]
# List all the DRM supported by your project.
DRM_NAMES: list[Drm] = [Drm.NoDrm, Drm.Steam]
# List the stores where you want to automatically publish when releasing a version.
STORE_NAMES: list[Store] = [Store.Steam, Store.ItchIO]
# The Steam SDK url compatible with your project.
STEAM_SDK_URL = "https://partner.steamgames.com/downloads/steamworks_sdk_160.zip"

# You can register multiple Applications.
# - Each application must have a specific id on each store you want to publish.
# - You must define a depot for each platform you want to publish (with associated depot ids).
# - You can customize Godot features, c# define constants and asset exclude filters per app.
APPS = (
    Apps()
    .register_app(
        App("Game", steam_app_id=0, itch_io_id="")
        .register_depot(Depot(Platform.Windows, steam_depot_id=0, itch_io_depot_id=""))
        .register_depot(Depot(Platform.Linux, steam_depot_id=0, itch_io_depot_id=""))
    )
    .register_app(
        App("Demo", steam_app_id=0, itch_io_id="")
```

```
.register_depot(Depot(Platform.Windows, steam_depot_id=0, itch_io_depot_id=""))
.register_depot(Depot(Platform.Linux, steam_depot_id=0, itch_io_depot_id=""))
.custom_feature("demo")
.exclude_filter("data/fullgame/*")
.define_constant("DEMO_ONLY")

)

)
```

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