

Getting Started

Install Godot Frog Framework

Software dependencies

Linux Mint / Debian

Install the software dependencies by entering the following command in a terminal:

```
sudo apt install -y python3 pipx  
pipx ensurepath
```

Windows

Install the software dependencies by entering the following command in a Powershell command prompt with administrator rights:

```
winget install Python.Python.3.12  
py -m pip install --user pipx  
pipx ensurepath
```

Install Godot Frog Framework CLI

```
pipx install git+https://git.collectivit.org/simple-frogs/godot-frog-framework.git  
gff install
```

Later, you can check for `gff` upgrade with command:

```
pipx upgrade gff
```

Create a new Godot project

Create a new Godot project based on GFF template with command:

```
gff new ProjectName
```

You can then configure your preferences per project by executing gff commands in the project directory.

Configure your default text editor

The framework supports both NeoVim and Visual Studio Code. To select your preferred default text editor, execute the setup script using the `--text-editor` argument:

```
gff setup --text-editor NeoVim
```

The setting will be stored in the file `.gff/.user-config` in your repository so you don't need to specify it any time you call the setup script.

The setup script will automatically configure godot to open in the specified text editor.

VS Code special configuration

Run the setup script to configure Visual Studio Code as your preferred default text editor:

```
gff setup --text-editor VSCode
```

Then configure Visual Studio Code following this steps:

- Install the recommended extensions, vscode should ask you after opening the workspace, if not hit **CTRL+P** and type `Show Recommended Extensions`.
- Setup VS Code User Setting (File -> Preferences -> Settings), set property `godot.csharp.executablePath` to the Godot executable path:
 - For Linux: `~/.local/opt/godot/ActiveVersion/Godot-stable_mono_linux.x86_64.`
 - For Windows: `${env:UserProfile}/AppData/Local/Programs/Godot/ActiveVersion/Godot-stable_mono_win64.exe.`

Note: You can run the setup script by running the `Setup Environment` task (Ctrl+Shift+P -> Run Task -> Setup Environment).

Revision #25

Created 2026-06-27 08:58:54 UTC by Adrien Allard

Updated 2026-08-22 08:39:16 UTC by Adrien Allard