



Platinum Belt Glossary & Documentation

PLATINUM BELT GLOSSARY & DOCUMENTATION

All new terms and concepts introduced in the Godot curriculum have been listed below. A definition/description is provided for each term/concept and images are provided where necessary.

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ACTIVITY 00: CATCH THE STARS

INPUT.GET_AXIS()

Input.get_axis(): checks if two inputs are being pressed and returns a number to show the direction of that input.

Parameters:

1. **negative_action (String)**: the name of the input action for negative direction ("ui_left")
2. **positive_action (String)**: the name of the input action for positive direction ("ui_right")

Returns (float): number between -1 and 1

ACTIVITY 01: GRAVITY TRAILS

SIGN()

The `sign()` function tells whether a number is negative or positive by returning -1 or 1.

`sign()`: returns the sign of the argument

Parameters:

1. `argument` (**Variant**): an int, float, or Vector2/2i/3/3i/4/4i

Returns (Variant): 1 or -1 based on whether the argument is positive or negative. For vectors, returns another vector with 1 or -1 in each component

ACTIVITY 02: CODEY RACEWAY

GLOBAL_TRANSLATE()

Moves the world by a Vector3 amount.

global_translate(): Moves the global (world) transformation by Vector3 offset

Parameters:

1. **offset (Vector3)**: The Vector3 the object is moved by

Returns (**void**)

_INPUT()

Runs when an input event happens. Input events can be a key press or mouse click.

_input(): Called when there is an input event.

Parameters:

1. **event (InputEvent)**: the input event

Returns (**void**)

IS_NAVIGATION_FINISHED()

Tells if the character has finished moving to its destination.

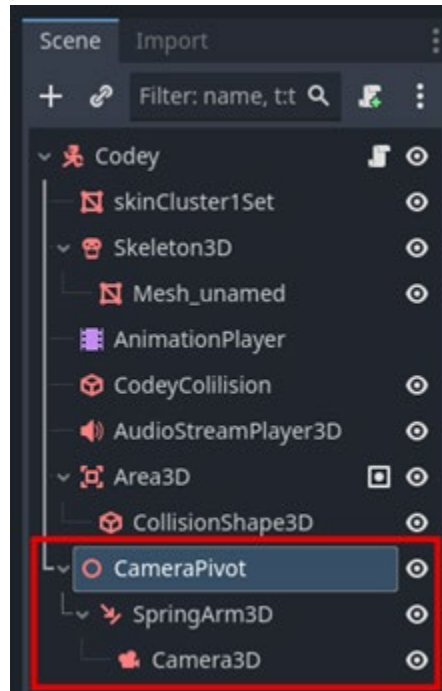
is_navigation_finished(): Returns true if the agent's navigation has finished. If the target is reachable, navigation ends when the target is reached. If the target is unreachable, navigation ends when the last point of the path is reached.

Parameters: None

Returns (**bool**): returns true if the agent's navigation has finished.

SPRINGARM3D

A 3D raycast that moves its children near the collision point. This is helpful for 3rd person camera movement, especially when the camera needs to remain close to the player when in a tight space.



SET_DEFERRED()

Changes a value at the end of the current frame.

set_deferred(): Assigns value to the given property at the end of the current frame.

Parameters:

1. **property (StringName):** the object's property
2. **value (Variant):** the value being assigned

Returns **(void)**

ACTIVITY 03: CHEF CODEY

GET_CHILD()

Fetches a child node by its index.

get_child(): Fetches a child node by its index. Each child node has an index relative to its siblings, with the first child at index 0. Negative values can also be used to start from the end of the list.

Parameters:

1. **idx (int):** the index of the desired child node

Returns (**Node**): Returns the node at the given index. If no child exists at the given index, this method returns **null** and an error is generated.