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Godot 3.2.2
released June 26, 2020

Standard version

[64-bit](#) [32-bit](#)

Mono version (C# support)

[64-bit](#) [32-bit](#)

Note: The 32-bit Mono binaries do not run on 64-bit Windows systems at the time being. Make sure to export 64-bit Mono binaries for your 64-bit target platforms.

Requirements

- OpenGL 2.1 / OpenGL ES 2.0 compatible hardware
- For the Mono version:** MSBuild (from Visual Studio Build Tools or the Mono SDK)

Instructions


- Extract and run. Godot is self-contained and does not require installation.


You can also get Godot with Scoop.

- `scoop bucket add extras`
- `scoop install godot`

Windows executables are code-signed by *Prehensile Tales B.V.*

You can find previous releases on the [download repository](#).

 Available on [itch.io](#).

 Available on [Steam](#).

Export templates (standard)

Used to export your games to all supported platforms.

Export templates (Mono / C#)

Used to export your C# games to the supported platforms. Currently, the C# version can export to desktop platforms (Linux, macOS and Windows), Android, iOS, and HTML/WebAssembly.

AAR library for Android plugins (standard)

Use it to develop Android plugins in Java or Kotlin using the Godot API.

AAR library for Android plugins (Mono / C#)

Use it to develop Android plugins in Java or Kotlin using the Godot API.

Learn Godot

Learning how to use Godot with the [Step by Step tutorial](#).

Demos

Example projects to get you started.

Better Collada exporter

An improved Collada exporter for Blender.

Godot 3.1.2 downloads

Looking for the previous stable branch? It's [here!](#)

Godot 2.1.6 downloads

Looking for the older 2.1 branch? It's [here!](#)



Godot's development is **open**. This means that you can fix or improve any part of the engine yourself and choose whether to contribute it back or keep it private.

New features are always available to use and test, without the need of having to wait for the next major release. Compiling Godot from source is *very easy* and the process is well-documented for each platform. To obtain the source code, please visit the [GitHub project page](#).