



Torque2D 4.0 Early Access

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MIT Licensed Open Source version of Torque2D from GarageGames. Maintained by the Torque Game Engines team and contributions from the community.

Dedicated to 2D game development, Torque 2D is an extremely powerful, flexible, and fast C++ engine which has been used in hundreds of professional games. It is a true cross platform solution providing you access to Windows, OSX, Linux, iOS, Android, and the web - all from one codebase. It includes an OpenGL batched rendering system, Box2D physics, OpenAL audio, skeletal and spritesheet animation, automated asset management, a modular project structure, TAML object persistence, and a C-like scripting language.

What's New?

Torque2D 4.0: Rocket Edition is currently in progress. The major change with 4.0 is the addition of editors! At this time there is a working Asset Manager and Project Manager. The Asset Manager allows a user to create, edit, and remove images, animations, particle effects, bitmap fonts, and audio assets. This represents a major step forward from editing xml files by hand. This is especially useful in the case of particle effects which are nearly impossible to create without an interactive tool. The Project Manager allows users to manager the modules in their game directly in a user interface. This is paired with a library of re-usable modules that can be imported into a game.

The managers can be reached by opening the console using the console button in the Toybox or by pressing Tilde(~) + Ctrl. You will then notice tabs along that top for the various tools currently available.

You may also notice that we have several toys such as the Gui Editor Toy and Scene Editor Toy that are in-progress versions of future editors. These toys are not very useful yet, but we plan to develop them into full editors in coming releases.

The Rocket Edition also features a revamped Gui System! Until now it has been a common practice among those seriously using T2D to avoid the Gui System as much as possible. We aim to fix that with

the Rocket Edition. Explanation of how to use the updated Gui System can be found in the wiki in the Gui Guide.

More features and editors are coming before 4.0 is officially done, but new projects should make use of the Early Access version to avoid future conflicts.

Branches

Here is an overview of the branches found in the Torque2D repository:

- **master:** this branch contains the current stable release code that can be used in a production environment.
- **development:** this branch is dedicated to active development. It contains the latest bug fixes, new features, and other updates. All pull requests need to go to the development branch. While we try our best to test all incoming changes, it is possible for mistakes to slip in therefore this branch should always be considered unstable.
- **gh-pages:** this branch currently contains the html pages generated from doxygen for the engine and TorqueScript references.

Precompiled Version

If you do not wish to compile the source code yourself, precompiled binary files for Windows and OSX are available from the Torque 2D Release Page.

Building the Source

After downloading a copy of the source code, the following project files for each platform are provided for you and can be found in the [engine/compilers](#) folder.

- **Windows:** Visual Studio 2017 (works with the free Community Edition) and 2019
- **OSX:** Xcode
- **Linux:** Make
- **iOS:** Xcode_iOS
- **Android:** Android Studio

See the wiki for available guides on platform setup and development.

Batteries Included

When you first run Torque2D, you'll have the option to create a project or open the Toybox. The Toybox is a collection of over 30 simple “toys” (or modules) which demonstrate various features in T2D. The default toy is a side scrolling level with a monster truck. To see a list of the available modules/toys to choose from, click on the [Show Tools](#) button in the lower right corner of the screen.

Naturally all of the script code and assets for each toy are available to you in the toybox folder to use as practical examples while learning T2D.

Documentation

All documentation for the Torque2D can be found on our Github wiki page. It contains many tutorials, detailed technical information on engine systems, a script reference guide automatically generated from the source code, and articles on how to contribute to our open source development.

Community

Don't go it alone! Join the active Torque community. Ask questions, talk about T2D and general game development topics, learn the latest news, or post a blog promoting your game or showing off additional engine features in your T2D fork.

- Torque 2D Forums on the Torque Game Engines Website
- Torque Game Engines on Discord

Please note that the GarageGames website is gone. The options above both represent great ways to get help if you need it.

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