

Games: Latest From Godot Engine and Reimplementing the Wolfenstein 3-D Renderer

By *Roy Schestowitz*

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- [Godot Engine - Multiplayer in Godot 4.0: RPC syntax, channels, ordering](#) [2]

Howdy Godotters! Time for another update on Godot 4.0's multiplayer networking.

We have been really busy working on the foundation of the networking and multiplayer classes lately, and there are quite a few new features to talk about. In this post, we'll start by showing some of the new RPC syntax and features.

- [Reimplementing the Wolfenstein 3D renderer | mcomella.xyz](#) [3]

When I was young, I was told that games like Wolfenstein 3D use 'fake 3D' and ever since I've been wondering what they meant by that. I recently satisfied my curiosity by reading through Fabien Sanglard's very enjoyable book, *Game Engine Black Book: Wolfenstein 3D*, which explains how Wolfenstein 3D was built. While reading, I realized, 'Hey ? I can do that!?' and set about reimplementing the renderer: specifically, the algorithm that generates and textures the walls in a 3D perspective. Here's the result with a texture and a map I generated myself:

[Gaming](#)

Source URL: <http://www.tuxmachines.org/node/156096>

Links:

[1] <http://www.tuxmachines.org/taxonomy/term/69>

[2] <https://godotengine.org/article/multiplayer-changes-godot-4-0-report-2>

[3] <http://mcomella.xyz/blog/2021/w3d-renderer.html>