

The Game Engine

Blender has its own built in Game Engine. Bforartists is a fork of Blender, and so the game engine exists also in Bforartists.

The Blender Game Engine is aged to say the least. And it is very limited. We recommend NOT to use it anymore. As with the video sequence editor, everything is better than the Blender solution. Use Unity, Unreal, Godot or anything else state of the art instead.

BFORARTISTS DOES NOT GIVE ANY SUPPORT FOR THE GAME ENGINE!

You have to use the Blender manual when you want to work with the game engine.

It can be found here: https://docs.blender.org/manual/en/dev/game_engine/introduction.html