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High-Definition Multimedia Interface (HDMI) is a proprietary audio/video interface for transmitting uncompressed video data and compressed or uncompressed digital audio data from an HDMI-compliant source device, such as a display controller, to a compatible computer monitor, video projector, digital television, or digital audio device. HDMI is a digital replacement for analog video standards.

[HDMI - Wikipedia](#)

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Groups in Godot work like tags in other software. You can add a node to as many groups as you want. Then, in code, you can use the SceneTree to: Get a list of nodes in a group. Call a method on all nodes in a group. S...

[Groups — Godot Engine \(latest\) documentation in English](#)

Keyboard Function Keys: A function key is a key on a computer or on the computer keyboard which can be programmed so as to cause an operating system program to perform certain actions. The function keys are arranged at the top of your keyboard numbered across from F1 to F12 and are commonly referred to as F keys or FN keys.

[Keyboard Function Keys | Computer Keys | Keyboard Shortcuts](#)

Operating System - Overview. An Operating System (OS) is an interface between a computer user and computer hardware. An operating system is a software which performs all the basic tasks like file management, memory management, process management, handling input and output, and controlling peripheral devices such as disk drives and printers.

[Operating System - Quick Guide - Tutorialspoint](#)

C# support is a new feature available since Godot 3.0. As such, you may still run into some issues, or find spots where the documentation could be improved. Please report issues with C# in Godot on the engine GitHub p...

[C# basics — Godot Engine \(stable\) documentation in English](#)

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nuLOOM Moroccan Blythe Rectanglur, Oval, Square and Runner Rugs, Multiple Colors

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