The CRYENGINE Manual is a comprehensive resource for learning how to use CRYENGINE Sandbox (up to version 3.8.6) and its tools. The manual contains many different tutorials and reference documents for beginners and experienced users. These tutorials cover everything from the very basics of the CRYENGINE Sandbox user interface and the basic level creation workflow, to the more advanced topics like setting up AI behavior, creating assets and cutscenes, and integrating audio from within Sandbox.

> The information you can find here is valid for versions prior to CRYENGINE V. Core concepts have not changed. Therefore, we kept this documentation until we have adapted the new docs to the UI changes. If you are looking for documentation on the latest version of CRYENGINE, please refer to CRYENGINE V Manual.

Getting Started

Installing CRYENGINE
This topic covers how to install CRYENGINE on your machine and how to install plugins and tools for your content creation packages and version control.

Starting CRYENGINE Sandbox
This page will guide you through the steps needed to start CRYENGINE Sandbox for the first time and how to set up a new level (or choose one provided through the SDK).

CRYENGINE Sandbox Interface
This topic deals with orientation and getting around in the Sandbox Editor.

Basic Level Setup

Level Creation

In this topic you learn how to create simple maps, setup terrain, vegetation, weather and more. It also explains some more editor basics.

Entities, Shapes and Tools
This topic explores the creation of objects within Sandbox, and also importing them from 3rd party applications and placing them in the Sandbox environment.

Cutscene and Audio Setup

TrackView Cutscenes
This topic shows how to create in-game cutscenes (cinematics).

Audio
This topic explores the integration of sound and music in an environment by using the Editors in Sandbox.

User Interface and Localization

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User Interface
An introduction into building an in-game menu/HUD user interface for your game.

Localization
This section explains how to create region-specific versions of a game with multiple language support.

Gameplay and Graphics Setup

AI Setup and Navigation
This topic covers AI related information like how to setup convincing AI behavior.

Gameplay Setup
Deals with the setting up of game logic, logical gameplay areas, and advanced AI behaviors.

Flow Graph Editor
The Flow Graph is a visual scripting system with which simple and complex logic can be built with only a few clicks and without requiring any scripting or coding.

Material Editor and Shaders
In this topic, you will find comprehensive documentation about using the Material Editor in Sandbox.

Particles
This topic deals with the creation and setting up of particle effects.

Multiplayer
Includes information on setting up a multiplayer DeathMatch level.

Asset Creation

Asset Creation
Overview of the CRYENGINE art pipeline, file types used, tutorials and other information for asset creation.

Characters and Animation
This topic covers the creation and setting up of characters and objects, as well as animating them.

Geometry
How to create static or animated objects, weapons, textures and materials.

Texturing
Topics covering basic diffuse, specular and normal maps. Physically based shading workflows and information on texture efficiency.

Resource Compiler
Information on how to use the Resource Compiler to compile assets, textures and pak files for build shipment.

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