

This Beta Features section provides information about CRYENGINE tech, features and tools etc. that are in the process of developing. In this respect, please read the text in the box below.



Please be aware that the tech, features and tools that appear in the Beta Features section should be considered as still in development and thus their design and functionality cannot be guaranteed and may well change over time.

**DO NOT** use the Beta features in production where it creates dependencies! Always back up your projects to make sure that you can go back to a previous version.

We really would like to hear what you think about our Beta Features so please add a comment on our [CRYENGINE Community Forum](#).

- ["GI Without Voxels" Mode](#)
- [Universal Query System \(UQS\)](#)
- [Schematyc](#)
- [Sensor System \(Plugin\)](#)
- [Using NVIDIA PhysX in CRYENGINE](#)
- [Plugin System](#)
- [Vulkan Support in CRYENGINE](#)