



CRYENGINE®

USER INTERFACE (HUD/MENU)



UI Quick Start

In this UI Quick Start we will learn how to create a basic character and apply an animation! After learning these steps and completing the task you can then go on to more difficult topics like Blendspaces or Mannequin for player functionality.

- [1 - UI Scene Setup](#)
- [2 - Flash and Gfx](#)
- [3 - UI Elements](#)
- [4 - Compiling Images for Gfx](#)
- [5 - Exposing a Variable in Flash](#)

SECTIONS

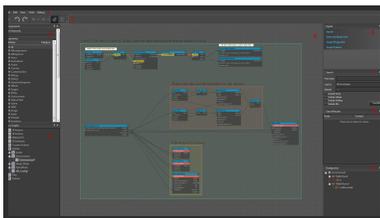


Pic: RENAME

UI Overview

The UI system is your gateway to both the HUD's and menus that you create for your game. By default we use Scaleform for our UI creation and execute this through Adobe Flash. Within the overview you will find topics on localization of fonts and text to adhere to the different regions you will service your game to.

- [Localization System*](#)
- [Texture Localization*](#)
- [TrueType Font Rendering*](#)
- [UI Dynamic Textures](#)

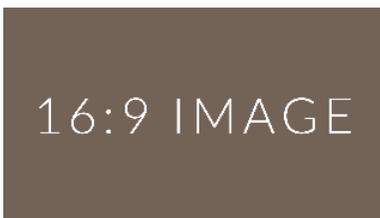


Pic: Flow Graph Editor

UI Reference

Most of the setup for UI's is contained within Flow Graph and is executed as level scripting logic. This is why you will want to examine the interface of Flow Graph closely to understand how you can create complex UI's without touching code.

[Flow Graph Scripting](#)



Pic: RENAME

UI Tutorials

Lorem Ipsum is simply dummy text of the printing and typesetting industry. Lorem Ipsum has been the industry's standard dummy text ever since the 1500s, when an unknown printer took a galley of type and scrambled it to make a type specimen book. It has survived not only five centuries, but also the leap into electronic typesetting, remaining essentially unchanged.

[UI Video Tutorials](#)

3dsmax animation **art** basics character concept cryengine36 customize dcc **favourite**
fx general installation interface lighting material **new** objects release rendering rest
ricted sandbox setup textures tutorial **UX** vr weapon_system weapons **wip**

RESOURCES

- Latest Release Notes
- CRYENGINE Features
- CRYENGINE Reference (old docs)
- Scripting
- Technical Documentation

COMMUNITY

- CRYENGINE Forums
- CRYENGINE on YouTube
- CRYENGINE on Twitter
- CRYENGINE on Facebook