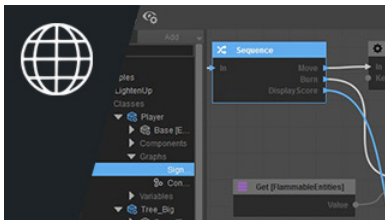


Scripting Quick Start

In this Scripting Quick Start we will learn how to display variables on the screen while playing! After learning these steps and completing the task you can then go on to more difficult topics like writing to XML or creating your own Flow Graph nodes for extra game mechanics.

- [1 - Flow Graph Scene Setup](#)
- [2 - Spawning your Player](#)
- [3 - Clock Counting Down](#)
- [4 - Debugging](#)
- [5 - Breakpoints](#)

SECTIONS

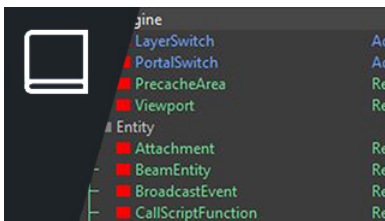


Pic: Schematyc Editor

Scripting Overview

Multiple languages with varying degrees of difficulty exist within CRYENGINE that allows the skilled programmer or visual designer to graph out complex logic for the development that they require. Over time the default language of Lua has been shed aside for Schematyc and graphing while also still finding a place regarding event graphing within the Flow Graph implementation. Python to date exists for editor scripting only.

Unable to render {children}. Page not found: Scripting Overview.



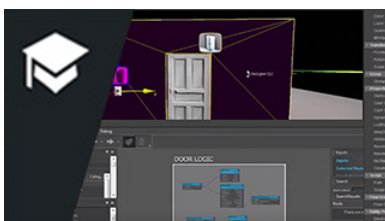
Pic: FG Nodes Listing

Scripting Reference

There are two ways that you can visually script inside of CRYENGINE V, these include the Flow Graph Tool as well as the new experimental tool known as Schematyc for entity scripting. In this regard we have linked the reference documentation for both of these toolsets to guide you on your way and introduce you to both interfaces.

[Flow Graph Tool](#)

[Schematyc Entity Tool](#)



Pic: Interactive Object Tutorial

Scripting Tutorials

Most of the tutorials contained in the video series are hinged around simple logic that you can execute to have interaction or printed text within your scene. The video tutorials provided go over specifically the printing of game clocks and housing of data for retrieval.

[Flow Graph Scripting Video Series](#)

SAMPLES



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RESOURCES

- [Latest Release Notes](#)
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- [CRYENGINE Reference \(old docs\)](#)
- [Scripting](#)
- [Technical Documentation](#)

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