

Overview

This section discusses topics on vehicles, how to set them up and how to use the tools for vehicles.

In This Topic

- [Vehicle Creation](#)
- [Vehicle Editor](#) — In this topic, you will find comprehensive documentation about using the Vehicle Editor in Sandbox.
- [Vehicle Entities](#) — This article explains the vehicle entity properties in Sandbox.
- [Vehicle XML Implementation Reference](#)

Further Reading

[Vehicle Scripting](#)

For more in-depth information into vehicle scripts, see the Scripting Manual section.

[Vehicle Creation](#)

Contains information about designing general and specific vehicles for use in CRYENGINE.