

# TECHNICAL DOCUMENTATION

*The technical documentation is mainly intended for programmers and includes conceptual and architectural information about the engine as well as code-specific reference documents.*

*For getting started with creating a new game using CryENGINE, refer to [Getting Started with Game Code](#) and follow [Implementing a Game DLL](#).*

## Learning

### [Getting Started](#)

Important information about using CRYENGINE and creating a new game.

### [Lua Scripting](#)

Tutorials and engine reference for writing Lua scripts.

### [Script Entity](#)

Learn about the Script Entity system.

### [Tools](#)

Information on various tools that ship with CRYENGINE.

### [Demo and Video Capture](#)

Information on capture and playback of demo footage.

### [Builds and Scripts](#)

Information on how to setup and modify build scripts to suit your project.

### [Feature Tests](#)

Feature tests are automated scripts that test different elements of your game and report the results.

## Programming

Learn how to program various sub-systems of CRYENGINE:

- [AI](#)
- [Animation](#)
- [Controller Devices and Game Input](#)
- [CryCommon](#)
- [Entity System](#)
- [File Access](#)
- [Game](#)
- [Graphics and Rendering](#)
- [Network](#)
- [Physics](#)
- [System](#)

## Recently Updated

### [CRYENGINE on Linux](#)

Jun 23, 2016 • updated by Anonymous • [view change](#)

### [ICrySizer](#)

Jan 13, 2016 • updated by Anonymous • [view change](#)

### [UI Element](#)

Jan 11, 2016 • updated by Scott Fitzgerald • [view change](#)

### [UI Action](#)

Jan 11, 2016 • updated by Scott Fitzgerald • view change

[GameObject](#)

Jan 07, 2016 • updated by Scott Fitzgerald • view change

[CRYENGINE on Linux](#)

Jan 04, 2016 • updated by Anonymous • view change

[Guide to releasing EaaS-based projects \(3.8.6\)](#)

Dec 18, 2015 • updated by Anonymous • view change

[Anti-Aliasing & Supersampling](#)

Dec 17, 2015 • updated by Scott Fitzgerald • view change

[VR - Oculus Rift](#)

Dec 14, 2015 • updated by Scott Fitzgerald • view change

[WAF File Structure](#)

Dec 14, 2015 • updated by Anonymous • view change

[Guide to releasing EaaS-based projects \(3.8.6\)](#)

Dec 07, 2015 • updated by Anonymous • view change

[Getting Started with WAF](#)

Dec 04, 2015 • updated by Anonymous • view change

[WAF Supported Platforms](#)

Nov 27, 2015 • updated by Anonymous • view change

[WAF Supported Compilers](#)

Nov 27, 2015 • updated by Anonymous • view change

[WAF References](#)

Nov 27, 2015 • updated by Anonymous • view change