

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](#)

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