



*Welcome to CRYENGINE's documentation for developers!*

*This is the place to read about the engine's architecture and technical details. Here you can also find instructions and tutorials to build, debug and deploy your own game for multiple platforms and VR.*

*New developers should begin with [Getting Started with Game Code](#).*

## Engine Code

Details on the architecture and implementation of the engine's main systems.

## Game Code

How to make a new game project, configure GameRules, use Flowgraph and more.

## Build System

Instructions and reference for compiling assets and code into a shippable game.

### Tools

Explanation and usage guide for the auxiliary tools distributed with CRYENGINE.

## Sandbox Programming

Begin to extend and develop interfaces for more integrations inside the Sandbox Editor.

### Code Tutorials

A collection of engine, game and miscellaneous code tutorials.

## Programming Glossary

Glossary for engine and game programming related concepts.

### API Reference

Reference of the engine's  
Programming Interface for C++,  
C# and Lua Script Bindings.

- [Page Guide to releasing CRYENGINE V projects](#)
- [Page Undo/Redo Testing Framework](#)
- [Page Using NVIDIA PhysX in CRYENGINE](#)
- [Page Host Migration](#)
- [Page Allowed C++ Standard Features](#)
- [Page Programming With the Dynamic Response System](#)
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- [Page CrySpatial](#)
- [Page Behavior Tree Component](#)
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- [Page Creating a Flow Graph Node as a C++ Plugin](#)
- [Page Discord Rich Presence Plugin](#)
- [Page CMake](#)
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- [Page AI](#)
- [Page Double-Buffered Physical Entity Coordinates](#)
- [Page Flexible Subsystem Update](#)
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