

In this article we discuss the steps required to obtain CRYENGINE V code via GitHub, such that modifications can be made.

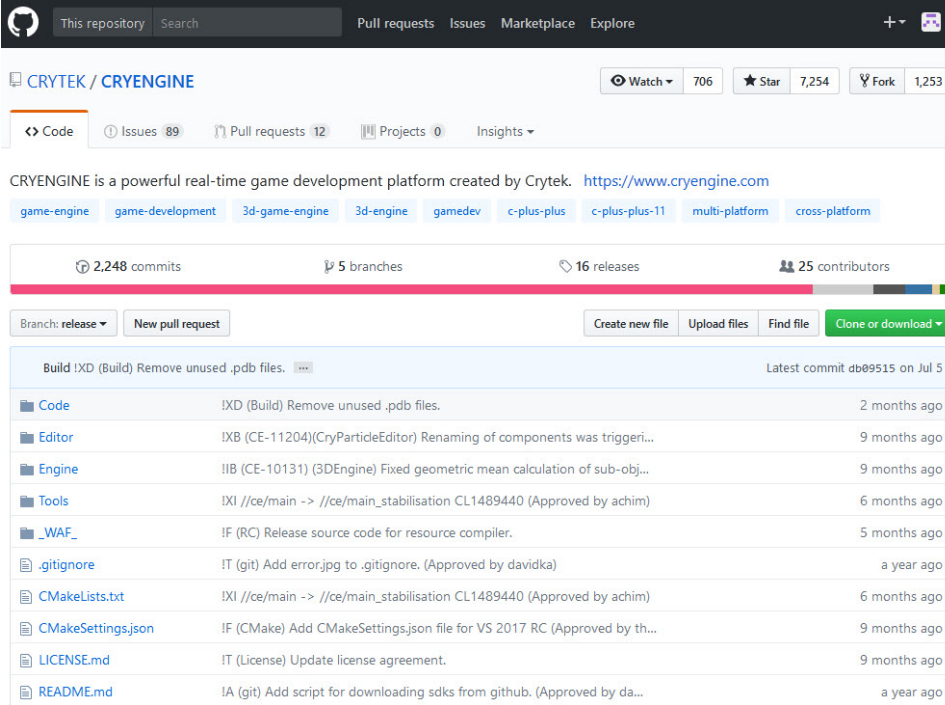
This article assumes that users already have:


- An account with GitHub (sign up [here](#))
- Installed the GitHub Desktop for Windows application on their PC (available [here](#))

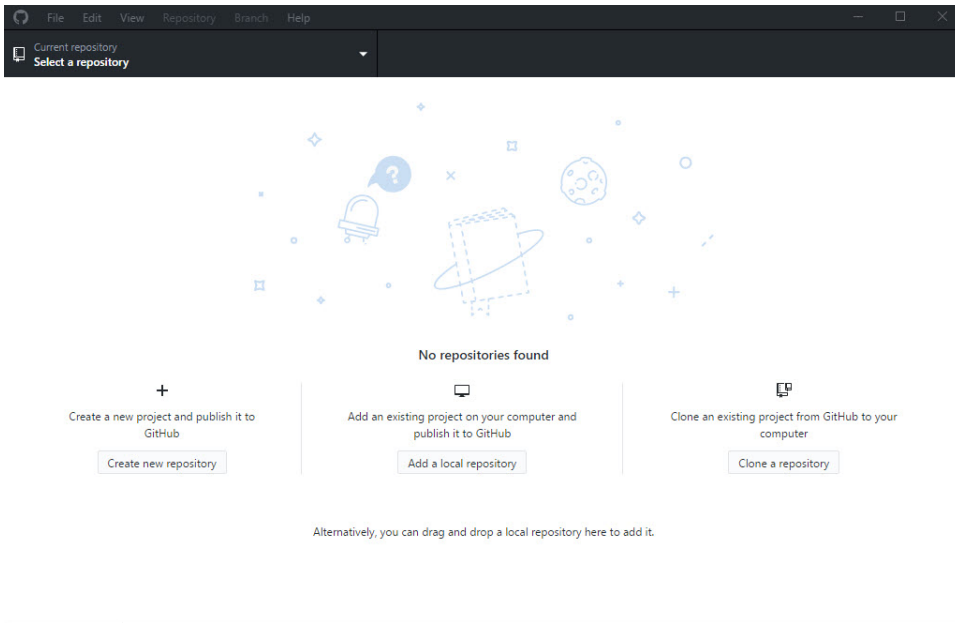
The Crytek GitHub repository (repo) can be found [here](#).

- [Overview](#)
- [Obtaining Source Code](#)
- [Restricted Access Code](#)

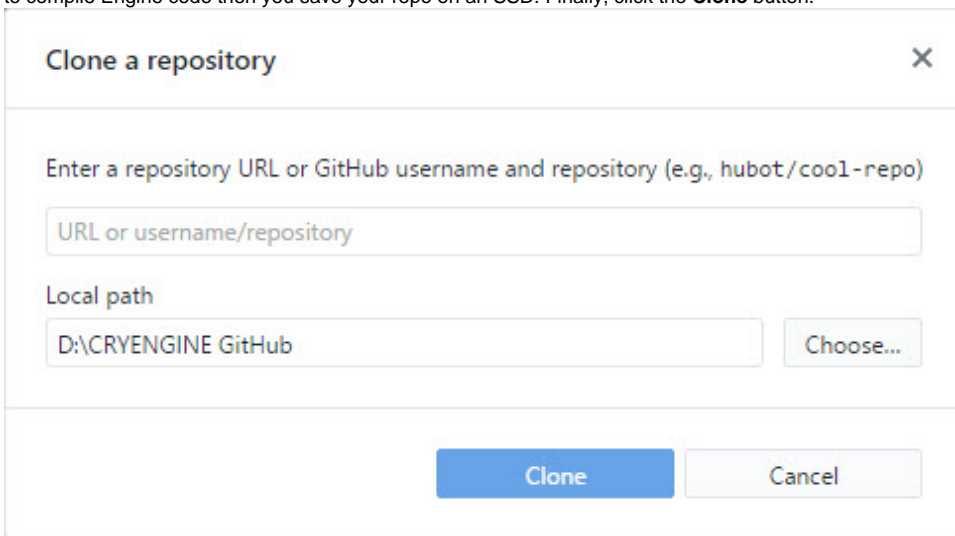
1. Go to the [Crytek GitHub repo](#) (this is GitHub.com) and sign in. This will open the CRYTEK/CRYENGINE repo.



2. Fork the Crytek repo by clicking on the  icon. You may be asked "Where should we fork this repository?" In almost all cases this will be to the account that you have just signed in to. In the example(s) used below the account is named Cry-Doug and the name of the repo that will be/has been created is made up of the account name and CRYENGINE. Hence, we will have a repo named Cry-Doug/CRYENGINE.
3. We now need to clone a repo, so open the GitHub desktop application (use the icon on your PC desktop). This opens the following screen. Click the **Clone a repository** button, the screen in step 4 will open.



4. You now need to enter the name of your repo (in the URL or username/repository field). In our example it will be Cry-Doug/CRYENGINE. You can also change the Local path as you so desire. In our case we have chosen the D Drive of our PC. NOTE: We strongly recommend that if you want to compile Engine code then you save your repo on an SSD. Finally, click the **Clone** button.



5. We now have a cloned repo named Cry-Doug/CRYENGINE. This can be seen by navigating back to <https://github.com/Cry-Doug/CRYENGINE>

The screenshot shows the GitHub repository page for Cry-Doug/CRYENGINE. At the top, there are navigation links for Pull requests, Issues, Marketplace, and Explore. The repository name is Cry-Doug / CRYENGINE, forked from CRYTEK/CRYENGINE. It has 0 Watchers, 0 Stars, and 1,254 Forks. Below the repository name, there are tabs for Code, Pull requests (0), Projects (0), Settings, and Insights. A description of CRYENGINE is provided, along with a link to the website and an Edit button. A progress bar shows 2,248 commits, 6 branches, 16 releases, and 25 contributors. There are buttons for Branch: release, New pull request, Create new file, Upload files, Find file, and Clone or download. Below this, a table lists recent commits:

Commit	Message	Time
Build !XD (Build) Remove unused .pdb files. ...	Latest commit ab09515 on Jul 5	
Code	!XD (Build) Remove unused .pdb files.	2 months ago
Editor	!XB (CE-11204)(CryParticleEditor) Renaming of components was triggeri...	9 months ago
Engine	!IB (CE-10131) (3DEngine) Fixed geometric mean calculation of sub-obj...	9 months ago
Tools	!XI //ce/main -> //ce/main_stabilisation CL1489440 (Approved by achim)	6 months ago
WAF	!F (RC) Release source code for resource compiler.	5 months ago
.gitignore	!T (git) Add error.jpg to .gitignore. (Approved by davidka)	a year ago
CMakeLists.txt	!XI //ce/main -> //ce/main_stabilisation CL1489440 (Approved by achim)	6 months ago
CMakeSettings.json	!F (CMake) Add CMakeSettings.json file for VS 2017 RC (Approved by th...	9 months ago
LICENSE.md	!T (License) Update license agreement.	9 months ago
README.md	!A (git) Add script for downloading sdks from github. (Approved by da...	a year ago

6. We recommend creating a new branch for development, rather than using the pre-existing main, stabilisation, or release branches. This will simplify merging future updates.

Third-party SDKs will be automatically downloaded when solutions are generated using CMake. Alternatively, the download_sdks.exe program can be used.

In order to obtain console repositories, then you need to be a Sony PlayStation or Microsoft Xbox certified Developer. For more information about getting registered see [here](#).