

Before we get started, we will need to create a Project to work from for the duration of this guide. In the steps below we will use CRYENGINE V's Launcher to create our project. After completing this step, you will have a Template that you can build onto for your future projects.

Prerequisites

This Quick Start assumes that you have the main CRYENGINE programming prerequisites:

The following applications will need to be installed in order to compile projects and the engine itself.

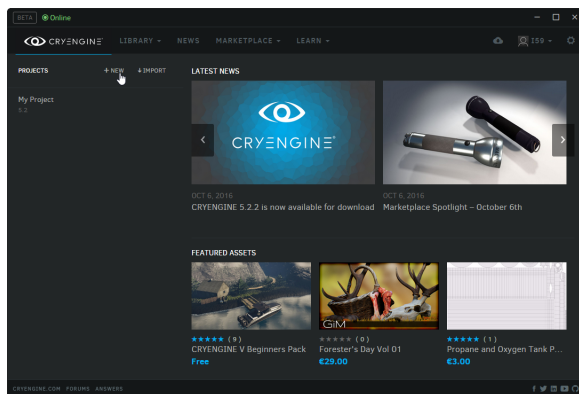
Name	Minimum Version	Latest Supported Version	Notes
Visual Studio	2015 (All Editions), vc140 compiler	2017 (All Editions), vc141 compiler	
Windows SDK	10.0.15063.0	10.0.15063.0	Early installations of Visual Studio 2015 may have installed 10.0.10150.0 instead. In this scenario, re-run the Visual Studio installer and select the recommended version. Please note that you have to restart your computer after installing the Windows SDK before attempting to compile the engine.
CMake	3.6	3.9	

Steps

1. Open the CRYENGINE Launcher.
2. In the Projects window (Library > Projects), click on New (top right corner) and choose a Blank C++ project.
3. **Name** the project.
4. Select **where** the project should be stored.

The project files are stored separately from the engine. A *.cryproject* file will be generated for you; this can be right-clicked to reveal helper functionality or opened with a text editor to reveal JSON detailing the project.

When you're done, click **Create Project** to create your project. You will then be returned to the main Launcher screen. Here, you can launch the Editor or the Game. **Creating** a project does not automatically **open** it.



To start, open up the CRYENGINE Launcher and click **New** in the Projects menu.

End Result

This will then take you to the **Create Project** screen, in which we can select an **engine version**, preferred **language**, a **project template**, a project **filename** and **path**.

