

Dependencies

To compile the DLL, header files from both `Code\CryEngine\CryCommon` and `Code\CryEngine\CryAction` are required. STLport should be used if the rest of the engine is compiled using it.

Selecting a Game DLL

It's possible to instruct CryENGINE to load any specific Game DLL by setting the **sys_dll_game** console variable inside `system.cfg`. It is not possible to switch to a different DLL during run-time.