

Starting CRYENGINE Sandbox

Crytek recommends using a 64-bit computer for production work with Sandbox.

On a 64-bit PC, CRYENGINE Sandbox can be started by running the **Editor.exe** application found in the `Bin64` directory.

If you are using the source code, the [Getting Started with Engine Code](#) is an important document for you to read.

As of CRYENGINE 3.6, only the 64-bit Editor is supported.

It is also possible to run the Sandbox Editor in 32-bit mode, by starting the **Editor.exe** application from the `Bin32` directory.

The 32-bit version is just provided as-is without any further support by Crytek. Using the 32-bit version of Sandbox might result in the application crashing when doing a lot of editing work on a level.

Welcome Screen

When you start the Sandbox Editor, after initial load, you'll be greeted with a welcome screen. This screen will give you a few options on what you can do next:

- **New Level** - Opens the [New Level dialog](#) which allows you to create a new level.
- **Open Level** - Opens the [Open Level dialog](#) which filters level files and allows you to quickly and easily open any levels you have in your build. For levels with more than one .cry file, a tree will appear to allow you to select which .cry file to open.
- **Open Documentation** - Opens the SDK documentation in your web browser.
- **Open Recent** - As you open different levels, this list will populate with quick-links to the most recently opened levels.
- **Auto-load last opened level on startup** - If enabled, Sandbox will automatically load the last level you had opened. To reset this behavior, under the [Tools\Preferences menu](#), Inside General Settings you can un-tick the check box to stop the auto loading of the level.
- **Don't Show** - If you don't wish for this welcome screen to show on startup, you can disable it by checking this box. You can also re-enable it via the [Editor Preferences](#).
- **Close** - This closes the welcome screen, not Sandbox itself. Be aware that there will probably be a slight pause after clicking this, while Sandbox continues loading.

