

On the following pages you can learn all about the basics of using the CRYENGINE Sandbox Editor; from how to move around the Viewport and placing assets into your level to changing your keyboard shortcuts and customizing the layout of the entire interface to suit your needs.

This is the place to start when you're using the Sandbox for the first time or simply need a reminder of its basic functionality.

- [Viewport Navigation](#)
- [Create and Edit Objects](#)
- [Selecting Objects](#)
- [Transforming Objects](#)
- [Snap & Alignment](#)
- [Coordinate Systems](#)
- [Asset Types](#)
- [Keyboard Shortcuts](#)
- [Customizing CRYENGINE Sandbox](#)