

In this tutorial we go through the steps necessary to build a CRYENGINE C++ template project using Microsoft Visual Studio and explains what you need to know when starting out. Stick around until the end of the video for a little bonus. Topics covered:

- [01:51](#) Introducing the Visual Studio Interface
- [02:05](#) Choosing Configuration Type
- [03:07](#) Opening a Project in the Editor
- [05:14](#) Determining How Your Project Starts
- [07:22](#) Understanding the Blank Template Structure
- [09:41](#) Example: Customizing Player.cpp