

## Overview

CRYENGINE provides links and tools to various asset creation packages and version control programs. To simplify the setup process, it is recommended to use the [CryToolsInstaller](#), which can be accessed through the CRYENGINE Launcher during Engine installation or through the CRYENGINE Launcher menu option **Library My Engines** (expand the menu) **Dependencies Tools and Plugins**.

- [CryToolsInstaller](#)
- [Installing the 3ds Max Tools](#)
- [Installing the Maya Tools](#)
- [Installing CryTIF Plugin for Photoshop](#)
- [Installing CryTIF Plugin for XNormal](#)
- [Installing the Perforce Plugin](#)