

This article covers a detailed walk through of the steps required to successfully compile and run the **gamesdk sample project** with a custom engine cloned from GIT. Note: We will not move the gamesdk source code, but will refer to assets located in an external project folder. In addition to the [steps required for C++ projects](#) you will need to:

1. Download the [CRYENGINE GameSDK Sample Project](#) through the CRYENGINE Launcher i.e. from "**Library/My Assets**" Note: If you have not previously downloaded the CRYENGINE GameSDK Sample Project then you will have to do this first. It can be downloaded free of charge from the CRYENGINE [Marketplace](#). You can easily locate the path of the asset by selecting "Reveal in Explorer" from the samples drop-down list
2. Go to the newly downloaded GameSDK Sample Project folder and modify your project.cfg's "*engine_version=local*"
3. Since we are building the GameSDK using the default WAF settings you will also need to modify project.cfg's "*sys_dll_game=CryGameSDK*"
4. Run cry_waf.exe from the custom engine folder and create a **game_sdk** project. Open the generated solution and compile **[GameSDK] Profile x64**
5. Add the following Visual Studio project property to your **Debugging/Command Arguments** *-projectroot*
"path_to_gamesdk_sample_downloaded_from_marketplace"
6. Add "**r_width=1280**", and "**r_height=720**" to system.cfg

You can now run your game project using a custom engine from Visual Studio or the Game.bat file. To load a map type "**+map woodland**" into the in-game console.