

Engine Modules provided by CRYENGINE

- [CryCommon](#)
- [CryAction](#) — CryAction is the framework that is placed between your game project and the engine.
- [Cry3DEngine](#)
- [CryAISystem](#) — The AI system is composed of several internal subsystems that build a framework for artificial intelligence.
- [CryAnimation](#) — CryAnimation is a collection of systems and utilities focused on animating game entities through playback of pre-authored sequences and procedural motion synthesis.
- [CryEntitySystem](#)
- [CryInput](#)
- [CryLobby](#) — CryLobby is a collection of modules abstracting away platform specific Lobby and Matchmaking services.
- [CryMovie](#) — CryMovie is the central point for managing camera and sequence related things in CRYENGINE.
- [CryNetwork](#) — CryNetwork is a compound module incorporating everything needed to create and run a multiplayer game on the network.
- [CryParticleSystem](#) — The Particle System is responsible for simulating particle effects. It provides facilities to create, manipulate and render particles of different kinds.
- [CryPhysics](#) — The physics subsystem is used to physically simulate objects registered in it.
- [Rendering Modules](#)
- [CryScriptSystem](#)
- [CrySystem](#) — CrySystem is the main controller of the engine. It takes care of the lifetime of most other engine modules and invokes their update functions.
- [CryMonoBridge](#) — The purpose of CryMonoBridge is to load and handle the Mono runtime for the execution of .NET based modules.