

The engine provides support for several proprietary middleware solutions that have to be either downloaded manually by the user or purchased in order to be supported in custom engine builds.

This article serves to document which solutions are available, and how to acquire them for a custom compiled engine.

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Name	Version	Path	Optional	Notes
<a href="#">Scaleform</a>	Custom	<a href="#">Code/SDKs/Scaleform</a>	✓	Requires a licensing agreement with Autodesk. Once obtained, source can be acquired from Crytek upon confirming the license ownership
<a href="#">AMD GPU Services</a>	2.1	<a href="#">Code/SDKs/AMD/AGS Lib Extra</a>	✓	
<a href="#">AMD Extensions</a>	1.0	<a href="#">Code/SDKs/AMD /AMD_Extensions</a>	✓	
<a href="#">NVIDIA API</a>	r343	<a href="#">Code/SDKs/NVAPI</a>	✓	

Name	Version	Path	Optional	Notes
<a href="#">Wwise</a>	2017.2.4	<a href="#">Code/SDKs/Audio /wwise</a>	✓	
<a href="#">Oculus Audio Spatializer Plugin for Wwise</a>	1.24.0	<a href="#">Code/SDKs/Audio /oculus/wwise</a>	✓	
<a href="#">FMOD Studio</a>	1.10.04	<a href="#">Code/SDKs/Audio/fmod</a>	✓	

Name	Version	Path	Optional	Notes
<a href="#">NVIDIA PhysX</a>	3.4	<a href="#">Code/SDKs/PhysX</a>	✓	

Name	Version	Path	Optional	Notes
<a href="#">FBX SDK</a>	2016.1	<a href="#">Code/SDKs/FbxSdk</a>	✗	Required for building Sandbox
<a href="#">Perforce API</a>	2015.1	<a href="#">Code/SDKs/p4api</a>	✓	

Name	Version	Path	Optional	Notes
<a href="#">Intel GPA</a>	2014 R2	<a href="#">Code/SDKs /GPA</a>	✓	

Name	Version	Path	Optional	Notes
<a href="#">Steamworks</a>	1.44	<a href="#">Code/SDKs /Steamworks</a>	✓	Only needed for the CryGamePlatform plug-in