

Instructions for creating new projects, importing existing projects and adding assets are included within this section.

For earlier versions of the CRYENGINE Launcher (prior to release 1.10.0 (14 May 2019)), there was a requirement that at least one project (that utilized the to be installed CRYENGINE version) had to be created and saved to disk in order for that version of CRYENGINE to be downloaded and installed. Since release 1.10.0 this requirement has been removed.

Working on any installed CRYENGINE build requires the initialization of a project that will subsequently contain the levels, objects and code necessary to its working.

- [Creating, Importing & Upgrading Projects](#)
- [Adding Assets to Projects](#)
- [MFC Editor to Qt Editor Interface \(CRYENGINE V\)](#)
- [Project Launcher Tools](#)