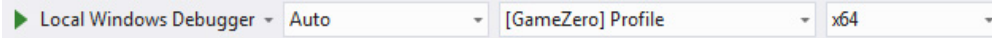


# Building GameZero

Assuming you are familiar with the [Getting Started with Game Code](#) guide and the basic concept behind [GameZero](#), select **[GameZero] Profile, x64** from the configuration settings to compile **CryGameZero.dll**



## Loading procedure

1. Sandbox/Launcher reads from **system.cfg** which game folder has to be loaded - **sys\_game\_folder=GameZero**
2. **game.cfg** inside game folder specifies which game DLL has to be loaded - **sys\_dll\_game = CryGameZero**
3. DLL Loading pipeline is triggered as illustrated below

