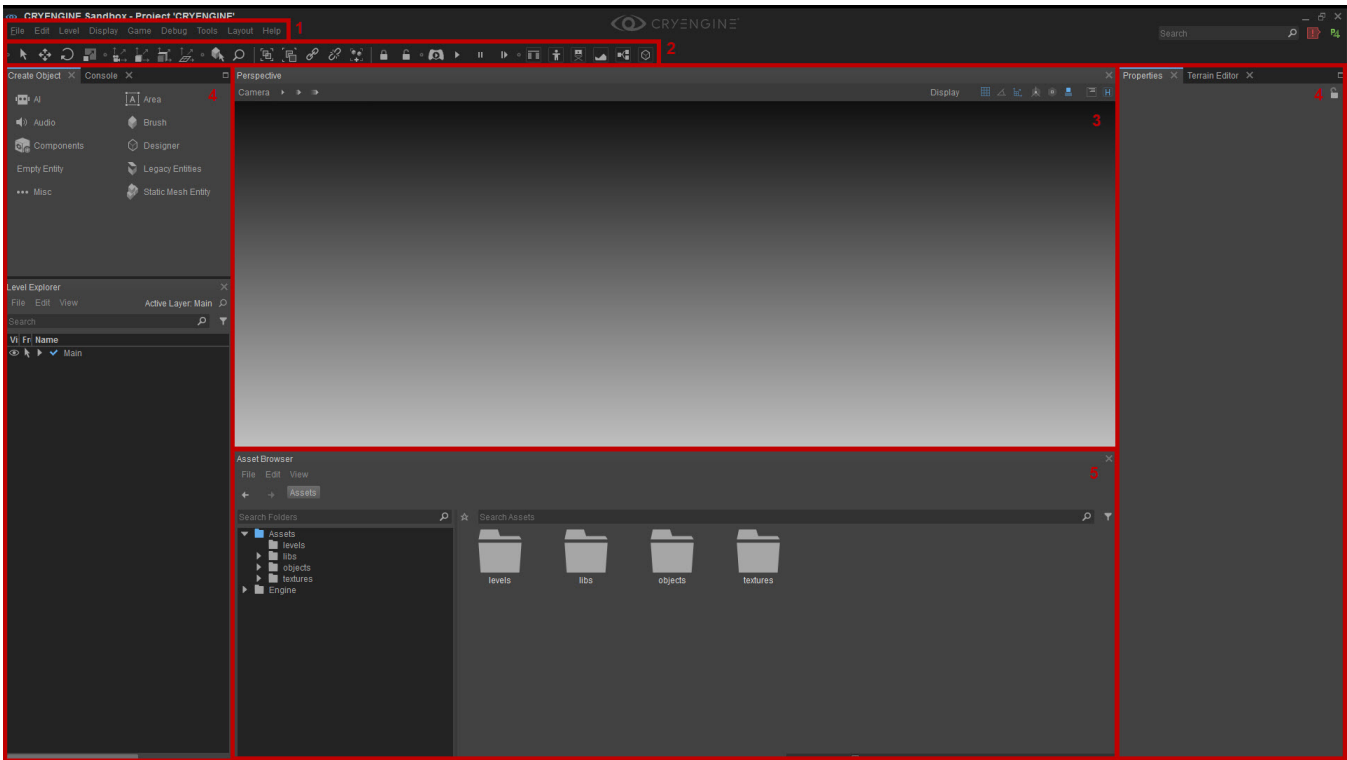


These pages, including the subpages, provide an overview of the CRYENGINE Sandbox Editor interface when you start it for the first time. The interface can be heavily customized, elements detached and placed on a second monitor for instance or windows can be combined together to enable quick access once they are required.

You should familiarize yourself with [Viewport Navigation](#) and [Customizing the Sandbox Layout](#) to ensure an effective workflow.

When you start CRYENGINE the interface will look like this:



This interface is made up of the following elements:

- [Menu Bar](#)
- [Toolbars](#)
- [Viewport Window](#)
- [Update 5.2 - UI Improvements](#)
- [Update 5.3 - UI Improvements](#)

Click on the links above for more information.