The Entity Component system removes the need for CRYENGINE game code to expose and manage Entities within a scene. Furthermore, the system has been designed to provide a modular and an intuitive way for Developers to construct games, both at a system and at a Entity level. This feature is used to add predefined entities that include a specific component, such as Audio Trigger, Point light, Particle Emitter etc. into the level.

Use the **Search** field to locate a specific component.

For more information, please refer to the Entity Components page.