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	Titolo	Mastering CryENGINE : use CryENGINE at a professional level and master the engine's features to build AAA quality games / / Sascha Gundlach, Michelle K. Martin
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	ISBN	1-78355-026-0
	Descrizione fisica	1 online resource (278 p.)
	Collana	Community experience distilled
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	Lingua di pubblicazione	Inglese
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	Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Setting Up the Perfect Pipeline; What is a production pipeline?; Importance of a strong pipeline; Version control for CryENGINE projects; What version control does for you; Production without version control; Working from a shared folder; Selecting a VCS for CryENGINE projects; Setting up version control for CryENGINE; Sandbox; Identifying CryENGINE project files to be excluded from version control; Automated builds and build scripts; Creating nightly builds
		Setting up a build serverOperating system; What the build scripts should do; Creating your custom build script; Writing your own script; Wrapping it up; Scheduling automated builds; Automated performance tests; Using level statistics to profile the performance of a level; Build integration; Integrating a new version of CryENGINE; Engine depot; Project branch; Integration; Quality assurance processes; QA pipeline in larger scale teams; QA pipeline in smaller teams; Working without a QA pipeline; Understanding issue tracking in CryENGINE; Summary
		Chapter 2: Using the CryENGINE Input System - Keyboard, Mouse, and Game ControllerThe CryENGINE input system; A layer of abstraction; Input event system; Game actions; Action Maps; Multiple Action Maps; Creating a new Action; Setting up an Action event; Adding an Action mapping; Reacting to Action events; Action events in code; Action

Sommario/riassunto	CryENGINE is one of the most powerful real-time 3D engines available today. Used in blockbuster games like FarCry, Crysis, and Ryse, its rendering and real-time capabilities are unmatched. The CryENGINE SDK toolkit can be used to build any type of game, from first-person shooters to strategy games and simulations. This book will take your CryENGINE skills to the next level, allowing you to unleash the full power of the engine. Whether you are working on a small mod or a large-scale production, the user-friendly steps and illustrations in this book will help you master the wide range of feature