



*Note: Please check the official FarCry website for FAQ updates.*

Q: How can I use a MOD within the editor ?

A: Start the editor with command line -MOD:MyMod (where MyMod is the mod name)

Q: How can I open .pak files?

A: .pak files are just .zip files, so any application that can handle .zip files will be able to handle .pak files as well.

*Please note in case you create your own .pak files, sounds, scripts, shaders and music paks archives should not be compressed.*

Q: How can I see FPS (Frames Per Second) and polygon numbers on screen?

A: Drop down the console and type `\r_displayinfo 1`

Q: How can I preview Far Cry models?

A: You can preview them using the FarCry Sandbox editor; the simplest way is to associate .cgf files with the application Editor.exe (you can find it in the bin32 or bin64 folder).

Q: What are the polygon numbers/limits used in FarCry?

A: The best way to know the exact numbers is by opening the models in the editor preview as explained in the previous question; however here follows the average numbers for models and characters used in FarCry:

Trees	Average 500
Characters	Average 1500-2000
Birds	Average 150

Vehicles	Between 1000 and 3000
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It is highly recommended to keep the total number of polygons visible at once below 100.000.

It is recommended for each LOD (Level Of Detail) version of the model to have twice fewer polygons than the previous one.

You can add LODs by just creating another model with reduced polygon count and dropping it into the same folder of the original model and renaming it to X\_LODY.cgf, where X is the name of the original model and Y is the LOD number, varying from 1 to 3.