

# Compiling Your CryGame for Linux

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## Requirements

Creating the crygame.so with the makefile

Using it on your dedicated server

To successfully compile your changed crygame folder for Linux you need a running Linux system. Make sure that the CryEngine C++ ModSDK is placed somewhere on this machine.

## Creating the crygame.so with the makefile

The makefile creates the crygame.so by taking all files out of the crygame folder. To start it switch with your shell to the ..\CryENGINE\_MOD\_SDK\Sources\CryGame C++\Solution1 folder. Now you can choose between typing in two commands to create that crygame.so:

1. Make all (builds crygame by using existing object files)
2. Make allclean (rebuilds crygame by deleting all object files and then rebuilding all)

After a successful build you can find the crygame.so in your Solution1 folder.

## Using it on your dedicated server

If you want to use your new crygame.so on your linux dedicated server just copy it into the bin32linux folder which should be created in your mod's folder.

For example: ..\Far Cry\Mods\your\_mod\bin32linux\

Then start your mod on the linux dedicated server with the command `./farcry_linuxsv -MOD:your_mod` and proceed with the basic details explained in the "Using\_the\_FarCry\_linux\_dedicated\_server.pdf".