

FarCry Source Code Release

Version 1.4

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CRYGAME.DLL

Overview

Game source code release

The Far Cry source code release contains the source code of the CryGame.DLL; it doesn't contain the source code for the whole game. However, the game DLL sits on top of everything else, so you can access all other subsystems (physics, input, AI, sound etc.) from within the game source code through the supplied interfaces in "CryCommon/INTERFACES".

Please read the document "Far Cry Engine Overview. PDF" to learn more about other modules and to get information about the game module, creating new script objects etc.

Compiling the source code

You need Microsoft ® Visual Studio .NET to compile the source code. The version used for this build is 7.1.3088.

Open the file "Solution1.sln" from the folder "Solution1".

- If it isn't already selected, set the "Solution Configuration" to "Profile", in the top menu bar.
- I've included the STL port we used to compile the original game with. STL port, for a number of reasons, performs much better than the standard STL library included with .NET; therefore you should compile the game code using STL port. These are the steps needed in order to replace the libraries:
 - Go to "Tools" -> "Options"
 - Then select "Project" -> "VC++ Directories"
 - In the top right list box "Show Directories for" scroll down the list and select "Include Files"
 - At the very top of the include files folders, add the include folder where you have copied the STL port folder. For example if you have copied over the STL folder to "E:\CryGame_SDK\Solution1\STLPORT", then you should add: "E:\CryGame_SDK\Solution1\STLPORT\stlport" as first path to use when searching for include files (note that "stlport" is in the path twice).
- Now select the output folder for the DLL:
 - Right click on the "CryGame" project to open a pop up window and select the "Properties" field at the bottom.
 - Go to "Configuration Properties" -> "General" -> "Output Directory". By default it should be set to "C:\MasterCD\Bin32". Replace it with the folder where you got the 32 bit version of your copy of FarCry binaries. IMPORTANT: First make a backup copy of the original CryGame.DLL!
- You can now compile the DLL. It should compile with 0 Errors, 0 Warnings.

IMPORTANT: YOU MUST UPGRADE FAR CRY TO PATCH 1.4 IN ORDER TO HAVE THIS DLL COMPATIBLE WITH OTHER GAME BINARIES.

Important notes:

- All source code files for the DLL are put into a single folder. To visualize the proper game folder structure, open the solution in .NET and look at the Solution Explorer.
- For copyright reasons, the Bink libraries, which were used for video playback, have been removed from the source code distribution. Therefore .bik movies won't be played by this version. However, a version of the DivX player is supplied, but is unsupported by Crytek. Look at the file "ProjectDefines.h" in the "CryCommon" -> "System" solution folder. Although DivX libraries are included, as you can see from the supplied defines, DivX has been disabled by default, as it is currently unsupported by Crytek. Therefore you may want to set `ui_BackGroundVideo = "0"` in `system.cfg` (an example is included here) to get a static background at game startup.
- If you want to distribute a MOD which includes your modified version of `CryGame.DLL`, you should set the output folder to your MOD folder rather than overriding the original FarCry binaries. For instance, if your MOD folder is set to "D:\Games\FarCry\Mods\SubmarineMOD" then the output folder set within .NET should be: "D:\Games\FarCry\Mods\SubmarineMOD\Bin32\". When you prepare your MOD folder for distribution, leave out the "Bin32" folder from the .pak file (refer to the FCMG.pdf document included in the SDK to learn about preparing your MOD for distribution). When loading the MOD, the engine will check for a version of `CryGame.DLL` inside the MOD folder and that one will get loaded instead of the standard FarCry `CryGame.DLL`. Players playing such a MOD must have FarCry patch 1.4 installed. Visit www.crymod.com for more info about the C++ SDK.

Have fun!

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Author: Marco Corbetta