

CryENGINE Game Programming With C++, C#, And Lua By Filip Lundgren;Ruan Pearce-Authers

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Both authors, Filip Lundgren (developer for CryMono) and Ruan Pearce-Authers (currently working for Crytek GmbH), have a strong background in working with CryEngine. [disney's princess collection, volume 2: easy piano.pdf](#)

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