

# TOOLS NEWS

**This month:** Hansoft and CryEngine 3



The latest version of **Hansoft's** project organisation tool has been released.

The eponymous Swedish firm says version 6.6 will feature enhanced collaborative reporting processes. These will allow customers to share data better.

That means the Hansoft tool is now better suited to companies that outsource their work. Localisation tools for Japanese and Chinese developers have also been made available.

Tokyo-based Kojima Productions is a recent licensee of the tech.

Yuji Korekado, production manager at Kojima Productions, said the firm started using Hansoft just within a select group of managers.

"However, once we experienced Hansoft's fast and intuitive interface, powerful find and report tools, and host of other useful features, it didn't take long before we brought the entire studio onboard," confirmed Korekado.

[www.hansoft.se](http://www.hansoft.se)



A free edition of **CryEngine 3** will be made available in August, vendor Crytek has announced.

The Frankfurt-based studio said the new SDK will be free to download for non-commercial purposes.

CryEngine 3 is the high-end multi-platform game engine that powered the FPS blockbuster *Crysis 2*. In making it free to play with, Crytek is following the path of rival engine firms Unity and Epic Games.

Company CEO Cevat Yerli said the new SDK would reignite the modding community. In an open letter to his fans, he admitted that Crytek recently had few resources to support this area of its business: "In recent times our focus has been heavily on the development of *Crysis 2*, however our modding community has been, and remains, very important to us."

"In August 2011 we will be launching a free CryEngine SDK."

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