

Where are the Flash element XML definition files located?

- A) Libs\UI
- B) Libs\UI\UIElements
- C) Libs\UI\UIActions

What is the main tool used within the Editor for whiteboxing geometric design assets?

- A) Database view
- B) Designer Tool
- C) Prefabs

What entity is used at the start of a level to designate the position at which he will be standing when the game is started?

- A) Smart Object
- B) Grunt Entity
- C) Spawnpoint

What is the largest supported resolution for a heightmap within CRYENGINE?

- A) 128 x 128
- B) 2048 x 2048
- C) 4096 x 4096

If a developer doesn't require terrain for their level, which options do they have to remove it?

- A) e_terrain=0
- B) Moving the terrain to a value beyond the viewing distance
- C) All of the above