

Tutorial: How to Download and Install Lumberyard v1.10.0.0 or greater

This tutorial walks you through the steps in downloading and installing the Lumberyard engine onto your computer, we will also cover how to set-up add-ons and plug-ins using the Setup Assistant. At the end of the tutorial you will have installed and configured Lumberyard so that the engine is ready-to-use for basic development purposes.

You will learn how to do the following:

- [Download Lumberyard v1.10.0.0 or greater](#)
- [Install Lumberyard v1.10.0.0 or greater](#)
- [Configure and Launch Lumberyard using the Setup Assistant](#)

Prerequisites

Your computer must meet the minimum system requirements in order to run the Lumberyard Game Engine. Please ensure that your computer meets or exceeds the minimum system specifications listed in the link below. [Lumberyard Minimum System Specifications](#)

Step 1: Download Lumberyard Installer v1.10.0.0 or greater

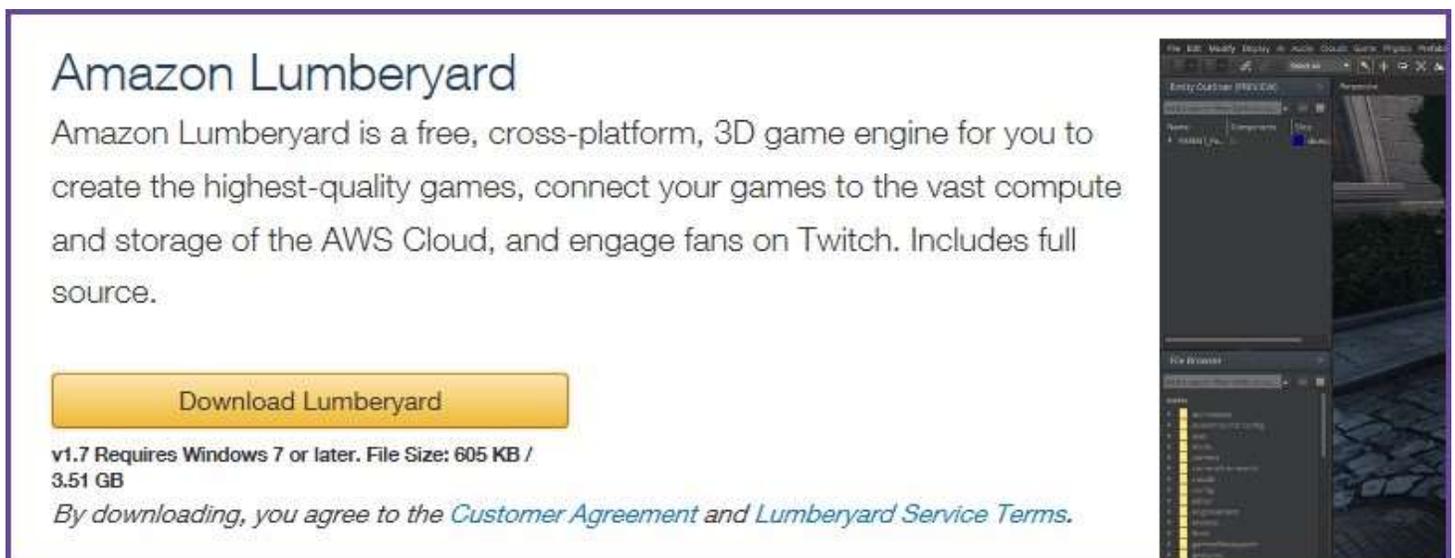
The first step in this tutorial is to download Amazon Lumberyard onto your local computer.

To Download Lumberyard v1.10.0.0 or greater please do the following:

1. Start by clicking the link below, this will direct you to the Lumberyard downloads page.

[Amazon Lumberyard v1.10.0.0 Download](#)

2. Click on the Download Lumberyard button to begin downloading the Lumberyard Installer (This should only take a few seconds).



Amazon Lumberyard

Amazon Lumberyard is a free, cross-platform, 3D game engine for you to create the highest-quality games, connect your games to the vast compute and storage of the AWS Cloud, and engage fans on Twitch. Includes full source.

[Download Lumberyard](#)

v1.7 Requires Windows 7 or later. File Size: 605 KB / 3.51 GB

By downloading, you agree to the [Customer Agreement](#) and [Lumberyard Service Terms](#).

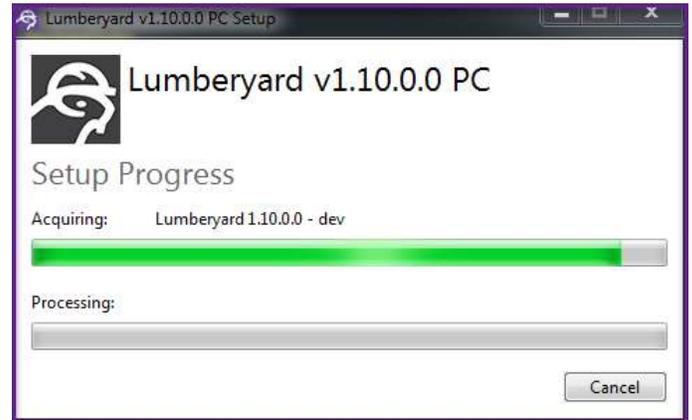
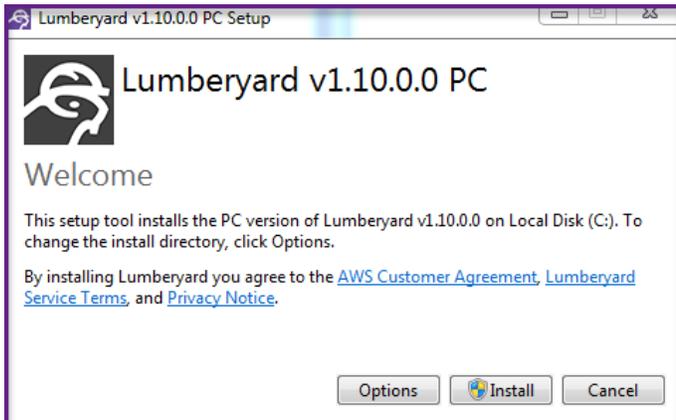
You have now downloaded the Lumberyard Installer.

Step 2: Install Lumberyard v1.10.0.0 or greater

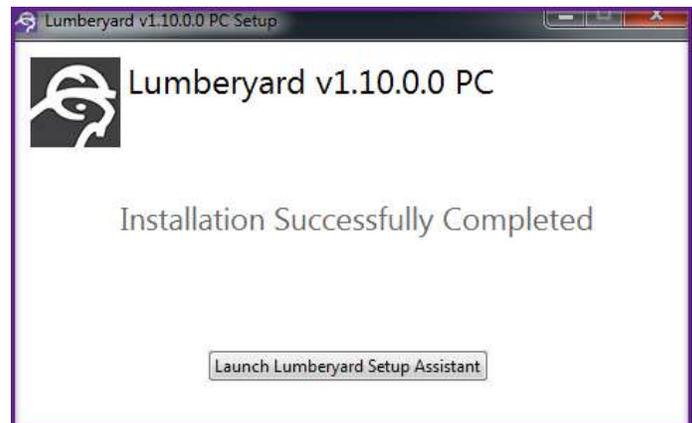
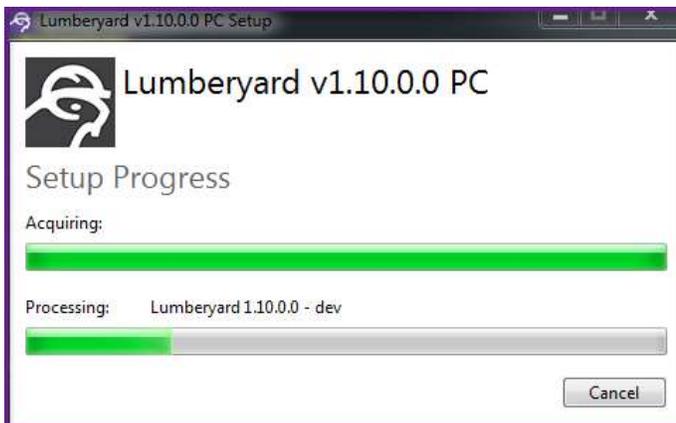
After you download the installer, you will install the Lumberyard Game Engine.

To Install Lumberyard v1.10.0.0 please do the following:

1. Open and run Lumberyard Installer 1.10.0.0.exe located in the downloads folder of your web browser.



2. Wait while the Installer gathers the data and installs Lumberyard (This will take some time).



3. Once the Installer has successfully installed Lumberyard onto your computer, click the Launch button to launch the Lumberyard Setup Assistant.

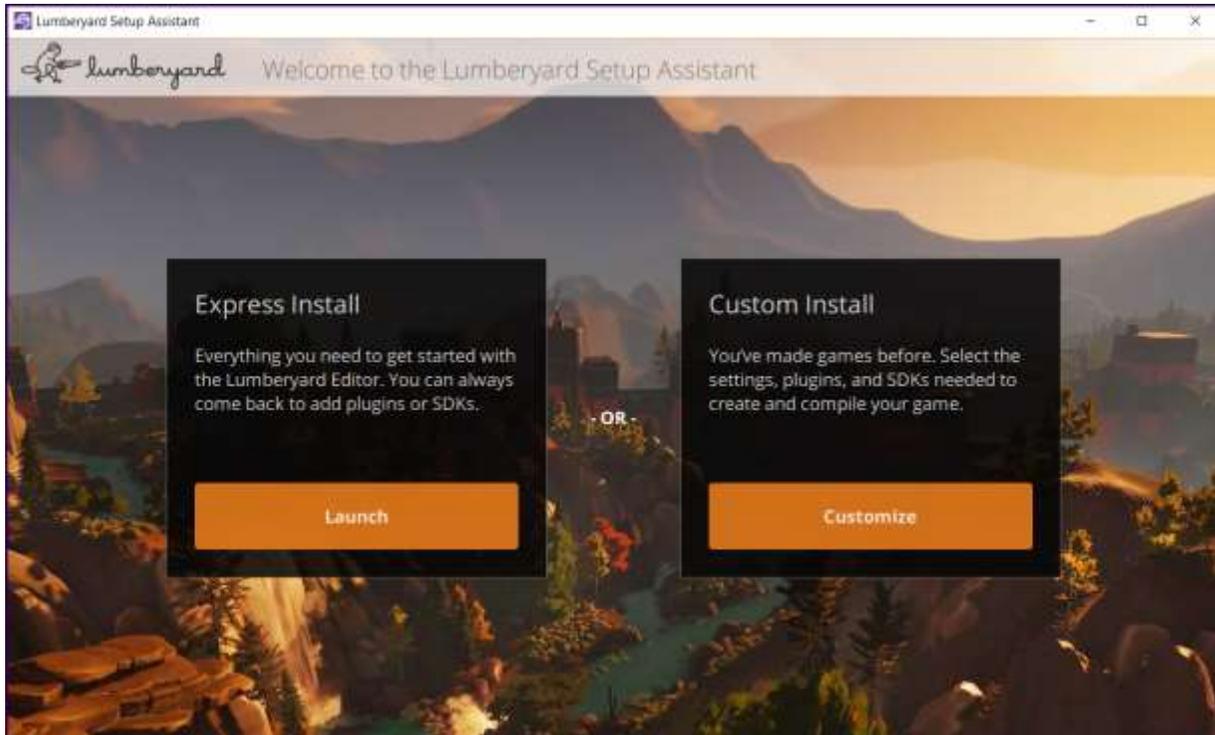
You have now successfully installed Lumberyard onto your computer.

Step 3: Launch Lumberyard using the Setup Assistant

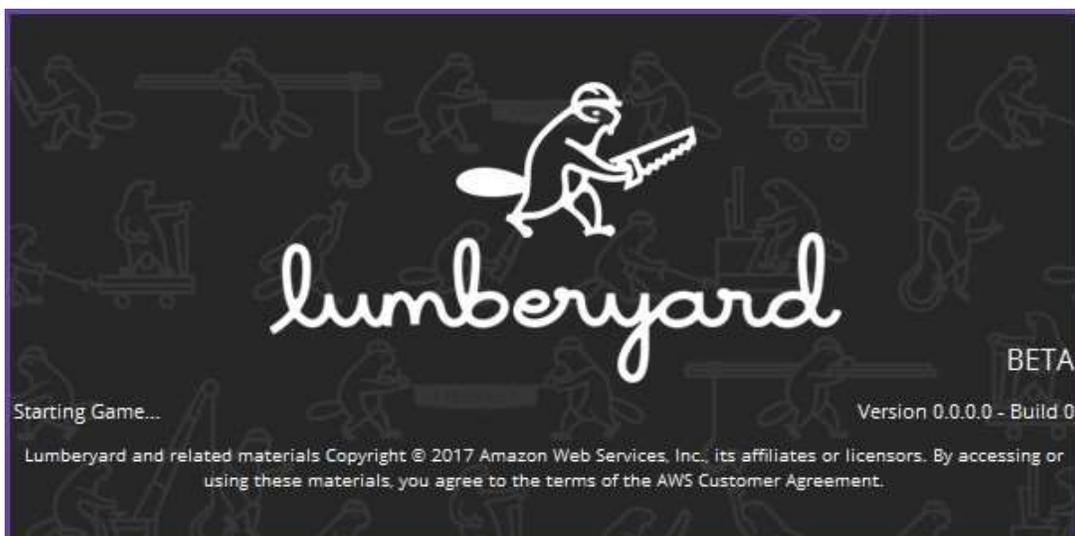
In this step we will launch the Lumberyard Editor from the Setup Assistant by using the Express Install options. By the end of this section you will be ready to make awesome content in-engine.

To configure Lumberyard v1.10.0.0 and greater please do the following:

1. In version 1.10 we have changed the Setup Assistant to make getting into the engine much easier and faster for those who wish to get straight to the action without all that mucking about with SDKs and plugins. If you want to get right into the action, then simply click the **Launch** button under **Express Install**. If Lumberyard requires any additional software in order to launch, the Setup Assistant will download and install any required software before launching the Editor.



2. During the first launch of Lumberyard the Asset Processor will take some time to compile the default assets. After the Asset Processor is finished the Lumberyard Editor will launch.



3. If this is your first time installing any version of Lumberyard onto your computer a dialog box will appear asking for your AWS login credentials. If you do not have an AWS account the link in the window will take you to the sign-up page. Once you are signed up, input your AWS credentials to launch Lumberyard.



Congratulations! You have successfully installed and launched Lumberyard. Let's start making some games.

Related Tasks and Tutorials

Now that you have opened Lumberyard lets dig into the interface, and learn how to navigate within the Editor.

- [Getting Started: Understanding the Lumberyard interface](#)
- [Getting Started: Making your first level in Lumberyard](#)
- [Getting Started: Working with lighting in Lumberyard](#)
- [Getting Started: Setting the default Player Controller](#)
- [Getting Started: Whitebox Design in Lumberyard](#)

Want to learn more about Lumberyard? Visit the complete [Lumberyard Tutorials Page](#).

We would love to hear from you! Head to our Tutorial Discussion forum to share any [feedback](#) you have, including what you do or don't like about our tutorials or new content you would like to see shortly.