Articles

Here lists some must-read articles and things you might want to read along.

Archived articles

- Making Half-Life Mods Part 1 - An article written by one of the creators of Team Fortress, this article explains what it means to make a mod
- Making Half-Life Mods Part 2 - Continuation of the article about mods, this tackles some tips and advise on builing up your modding team and the process of making a mod in five weeks.
- Exploiting the custom game menu - A supplement for Custom Menu Art for your MOD, this shows the basics of using the custom game system of Half-Life (which is implemented in Xash3D).
- PAK Files and Directory Folders - This is a little reference for how PAK files are structured.

User-Contributed articles

- TBA

Xash3D Cookbook			
Mod-Making Tutorials	Beginner	Intermediate	Advanced
Recipes	Coding recipes	2D art recipes	
References	Half-Life Model Reference	XashXT Entity List	
Articles	Archived	User contributed	

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