

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).

User-Contributed articles

- TBA

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