

## Xash3D Engine

version	binaries	source code	forum post
0.99, build 4511	<a href="#">link</a>	<a href="#">link</a>	<a href="#">link</a>
0.99, build 4344	<a href="#">link</a>		
0.99, build 4312 [COF]	<a href="#">link</a>	<a href="#">link</a>	<a href="#">link</a>
0.99, build 4150 [beta]	<a href="#">link</a>	<a href="#">link</a>	
0.99, build 4097 [beta]	<a href="#">link</a>		<a href="#">link</a>
0.99, build 3887 (pre-release)	<a href="#">link</a>		<a href="#">link</a>
0.98, build 3598 with extras	<a href="#">link</a>		
0.98, build 3366 (stable)	<a href="#">link</a>		
0.97, build 3153 (outdated)	<a href="#">link</a>		
0.97, build 3030 (outdated)	<a href="#">link</a>		
0.97, build 3000 (outdated)	<a href="#">link</a>		
0.96, build 2867 (outdated)	<a href="#">link</a>		
0.96, build 2664 (outdated)	<a href="#">link</a>		
0.96, build 2636 (outdated)	<a href="#">link</a>		
0.95, build 2402 (outdated)	<a href="#">link</a>		
0.95, build 2271 (outdated)	<a href="#">link</a>		<a href="#">link</a>
0.95, build 2223 (outdated)	<a href="#">link</a>		<a href="#">link</a>
0.95, build 2153 (outdated)	<a href="#">link</a>		
0.95, build 2015 (outdated)	<a href="#">link</a>		
0.85, build 1540 (outdated)	<a href="#">link</a>		

## Xash XT mod

version	binaries	source code	forum post
0.81 rev.1	<a href="#">link</a>	<a href="#">link</a>	<a href="#">link</a>
0.81 beta	<a href="#">link</a>		
0.8 beta	<a href="#">link</a>		
0.65, rev3	<a href="#">link</a>		
0.65, rev2	<a href="#">link</a>		
0.65, rev1	<a href="#">link</a>		
0.65	<a href="#">link</a>		
0.63	<a href="#">link</a>		
0.62 (MSVS 2005)	<a href="#">link</a>		
0.62	<a href="#">link</a>		
0.61	<a href="#">link</a>		
0.6	<a href="#">link</a>		
0.5 binary (Lazarus)]]	<a href="#">link</a>		
0.5 beta	<a href="#">link</a>		
PhysX library	PhysX library		

## Tools

Name	binaries		forum post
Paranoia 2:Savior model viewer	<a href="#">link</a>	<b>source code</b>	<a href="#">link</a>
Paranoia 2:Savior model compiler	<a href="#">link</a>		<a href="#">link</a>
Paranoia 2:Savior sprite viewer	<a href="#">v0.1 beta</a>		<a href="#">link</a>
Paranoia 2:Savior sprite compiler	<a href="#">link</a>		<a href="#">link</a>
Paranoia 2:Savior map compilers	<a href="#">0.98 beta</a>		<a href="#">link</a>
Paranoia 2:Savior texture compiler	<a href="#">link</a>		<a href="#">link</a>
Paranoia 2:Savior SDK	<a href="#">link</a>		<a href="#">link</a>
Paranoia 2:Savior full source code	<a href="#">link</a>		<a href="#">link</a>

**Other**

Name	binaries		forum post
Quake 1 model viewer	<a href="#">link</a>	<b>source code</b>	<a href="#">link</a>
maketex - DDS convertor	<a href="#">link</a>		<a href="#">link</a>
makefont - console font gerenator	<a href="#">link</a>		<a href="#">link</a>
doom2gold - экстрактор ресурсов из первого Doom	<a href="#">link</a>		<a href="#">link</a>
Quake Remake Devkit	<a href="#">link</a>		
Hipnotic Remake Devkit	<a href="#">link</a>		

**Games**

Name	binaries		forum post
Paranoia 1 standalone	<a href="#">link</a>	<b>source code</b>	<a href="#">link</a>
Paranoia 2: Savior	<a href="#">1.51 beta</a>		<a href="#">link</a>
Paranoia 2: Savior pre alpha (26.04.2014) with source code	<a href="#">link</a>	<a href="#">link</a>	
Paranoia 2: Savior beta version (2010)	<b>link</b>		
Icon of Hell		<a href="#">link</a>	<a href="#">link</a>
Area 51		<a href="#">update 1</a>	<a href="#">link</a>
Quake Remake		<a href="#">1.04</a>	<a href="#">link</a>
Doom Remake		<a href="#">prealpha</a>	<a href="#">link</a>
Hipnotic Remake		<a href="#">1.0</a>	<a href="#">link</a>
Quake Wrapper 0.7	<a href="#">link</a>	<a href="#">link</a>	<a href="#">link</a>

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<http://www.xash3d.ru/doku.php?id=downloads&rev=1676585544>

Last update: **2023/02/16 22:12**

