

Xash3D Engine

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| 0.97, build 3153 (outdated) | link | | |
| 0.97, build 3030 (outdated) | link | | |
| 0.97, build 3000 (outdated) | link | | |
| 0.96, build 2867 (outdated) | link | | |
| 0.96, build 2664 (outdated) | link | | |
| 0.96, build 2636 (outdated) | link | | |
| 0.95, build 2402 (outdated) | link | | |
| 0.95, build 2271 (outdated) | link | | link |
| 0.95, build 2223 (outdated) | link | | link |
| 0.95, build 2153 (outdated) | link | | |
| 0.95, build 2015 (outdated) | link | | |
| 0.85, build 1540 (outdated) | link | | |

Xash XT mod

| version | binaries | source code | forum post |
|------------------------|----------------------|----------------------|----------------------|
| 0.81 rev.1 | link | link | link |
| 0.81 beta | link | | |
| 0.8 beta | link | | |
| 0.65, rev3 | link | | |
| 0.65, rev2 | link | | |
| 0.65, rev1 | link | | |
| 0.65 | link | | |
| 0.63 | link | | |
| 0.62 (MSVS 2005) | link | | |
| 0.62 | link | | |
| 0.61 | link | | |
| 0.6 | link | | |
| 0.5 binary (Lazarus)]] | link | | |
| 0.5 beta | link | | |
| PhysX library | PhysX library | | |

Tools

| Name | binaries | | forum post |
|------------------------------------|---------------------------|-------------|----------------------|
| Paranoia 2:Savior model viewer | link | source code | link |
| Paranoia 2:Savior model compiler | link | | link |
| Paranoia 2:Savior sprite viewer | v0.1 beta | | link |
| Paranoia 2:Savior sprite compiler | link | | link |
| Paranoia 2:Savior map compilers | 0.98 beta | | link |
| Paranoia 2:Savior texture compiler | link | | link |
| Paranoia 2:Savior SDK | link | | link |
| Paranoia 2:Savior full source code | link | | link |

Other

| Name | binaries | | forum post |
|---|----------------------|-------------|----------------------|
| Quake 1 model viewer | link | source code | link |
| maketex - DDS convertor | link | | link |
| makefont - console font gerenator | link | | link |
| doom2gold - экстрактор ресурсов из первого Doom | link | | link |
| Quake Remake Devkit | link | | |
| Hipnotic Remake Devkit | link | | |

Games

| Name | binaries | | forum post |
|---|---------------------------|--------------------------|----------------------|
| Paranoia 1 standalone | link | source code | link |
| Paranoia 2: Savior | 1.51 beta | | link |
| Paranoia 2: Savior pre alpha (26.04.2014) | link | link | |
| Paranoia 2: Savior beta version (2010) | link | | |
| Icon of Hell | | link | link |
| Area 51 | | update 1 | link |
| Quake Remake | | 1.04 | link |
| Doom Remake | | prealpha | link |
| Hipnotic Remake | 1.0 | link | |
| Quake Wrapper 0.7 | link | link | link |

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Permanent link:
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