

Xash3D Features

Xash3D is a Half-Life-compatible engine, so all of the improvements and enhancements listed are relative to the [GoldSource](#) ([GoldSrc](#)) engine's features.

This list is for Xash3D 0.95. It will be updated as new features are added.

- [Primary Limits](#)
- [Limits for BSP Models](#)
- [Other Limits](#)
- [Server Shows Attachment Angles](#)
- [Correct Server-Side Lighting Information](#)
- [Saving Cameras Using trigger_camera](#)
- [Better Decal Saving](#)
- [Entity Patch Technology Support](#)
- [Support for More Map Types](#)
- [Support for On-the-Fly Precaching](#)
- [Secure Transmission of User Messages to the Client](#)
- [Safe Level Changing](#)
- [Bundled Titles](#)
- [Recursive Search for Visible Entities](#)
- [More Stable MOVETYPE_PUSH](#)
- [New Type of Physics Relationship: MOVETYPE_COMPOUND](#)
- [Stopping Time](#)
- [File System Transparency](#)
- [Autocompletion in the Console](#)
- [Detached from the Base Directory](#)
- [Fully-Fledged Dedicated Server Console](#)
- [Colour Console Messages](#)
- [Auto-Levelshots System](#)
- [Background Map Support](#)
- [Sprite Interpolation](#)
- [Lightstyle Interpolation](#)
- [Support for Quake-Style Luma Textures](#)
- [Better Sprite and Model Lighting](#)
- [Playlist for Background Audio Tracks](#)
- [Support for Save Shots and Demo Shots](#)
- [Player Model in the Menu](#)
- [Dynamic Skybox Substitution](#)
- [Twitching Monsters Fixed](#)
- [More Efficient Culling](#)
- [Viewing Loaded Textures](#)
- [Automatic Sorting of Translucent Surfaces](#)
- [Support for Detail Textures](#)
- [Full Support for Russian](#)
- [Streamlined Overview Creation](#)
- [Mirror Surfaces](#)
- [Rotating Skyboxes](#)
- [Transparent World Water](#)

- [High-Resolution Textures](#)
- [PhysicsInterface](#) and [RenderInterface](#)

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