Support for More Map Types

Xash3D supports the following types of BSP map:

* Quake 1 * Half-Life * Half-Life Blue Shift * BSP 31 (custom Xash3D-specific format with extended limits and high-resolution lightmaps)

In addition, there is Quake-style support for external bmodels, such as medkit and ammo models.

Note: Maps from Quake 1 should be used in the Deathmatch Classic mod to prevent player models getting stuck due to hull size differences between Half-Life and Quake.

Also, DMC has a full set of entities required for deathmatch on these maps.

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