

## Supported Mods

The following games and mods have been successfully completed on the Xash3D engine

Title	Comments
Accidental Assassin	
Adam	
Affliction	
Afraid of Monsters: Director's Cut	
Alternative Way: Part 1	
Arrange Mod: Rebirth	The mod is extremely heavily modified and incomplete.
Ashfield	Buggy, but the bugs are also present when the original Half-Life is used.
Assault on Roswell v2.0	
Azure Sheep	
Back to Xen	
Back to Xen 2	
Before	
Betrayal	
Big Lolly	
Big Scientists	
Black Death	
Black Guard (aka Black Security)	Demo 2 has been tested.
Black OPS (aka Black Operations)	
Black OPS Redux	Some advanced game options cannot be configured through the Xash3D game menu, but only through console commands; some visual effects can look different.
Blbej Den	
Blood and Bones	
Blood Bath	
Bloody Pizza: Vendetta	
Blue Shift	
BoomeNShtein3D: Episode 1	
Bootleg Squadrog	
Boreality: Part 1	There are visual glitches on the mell04 map, but the same thing also happens under the original Half-Life.
Borked Hazard Mod (aka The Borked Hazard Course)	
Brave Brain	There are a couple of internal bugs in maps <b>b3a3a</b> and <b>b4a7</b> that can force you to use <b>noclip</b> , but they are not Xash3D-specific.
Breakdown	
Breakdown 2: Afterwards	
Buddhist Wars	
Bugstompers	

Case Closed	
Castle Disposed	
Cat-Life Demo	
Chaos Theory	
Chemical Existence	You can get stuck inside a moving truck in the middle of the mod on level change. As a workaround, use the noclip command.
Christmas-Life	
Chronicles. Episode 1: Traumatic Experience v1.3	You should play only version 1.3, because older versions of the mod work properly only with WON Half-Life v1.0.1.6 or earlier.
Classic Games Mod	
Cleaner's Adventures	
Construction	
Conundrum	
Conundrum 2	
Cthulhu: An Unspeakable Modification for Half-Life	
CWC Board Mappack Initiative	Buggy, but the bugs are also present when the original Half-Life is used.
DALEK unbidden	
Dark Territory	Do not use any NPCs, especially Barney, to make them follow you, after you've all landed together in the first Tau jungle map. Otherwise the game can get stuck playing the scripted sequence, and you won't be able to advance.
<a href="#">DaRkFoRcE</a>	Preview demo version of the Escape from the Darkness mod.
DAV Sub	
DAV Train	
Dead Sector	
Death Is Dead	There is a fog-related bug in the first map, but that is an internal programming issue.
<a href="#">DejaVu</a>	
Deliverance	
Destination Black Mesa	There is a small problem that can randomly crop up at the end: Gordon Freeman can be positioned incorrectly in a scripted scene, so you can't properly see the last map of the mod with the credits. Type the restart command in the console if you get this issue; it's probably an internal glitch of the mod.
Doomed-life	
Dopusk31	Set the original <b>hl.dll</b> from the valve folder as main game dll in <b>gameinfo.txt</b> to play this mod; also turn off the flashlight before levelchanges, otherwise the game will crash.
Dwell	
E. T. C. (aka Earthquake Testing Facility)	
E. T. C. II	
E. T. F.	

E7: Black Star	
Edge of Darkness	
Emergency	
En Route 66	To start the mod, set the <b>-num edicts 4096</b> parameter in the properties of the shortcut to <b>hl.exe</b> .
Episode Power Plant and China	
Episode Secret Weapon	
ESCAPE	
ESCAPE 2	
Escape from the Darkness	
Fate Reversal	
Fathom 2.4	
Fight for Life	
Firefighter Demo	
Focalpoint	
Force of Evil	
Friendship: Town of half-life.ru mappers v2.0	
Gateway	
Gateway 2	
Ground Zero 2: Fallout by Derek 'Hellfire' <a href="#">McBurney</a>	
Ground Zero by Derek 'Hellfire' <a href="#">McBurney</a>	
Ground Zero by Necromancer	
Gunman Chronicles	Standalone game by Rewolf.
Gut Reaction	
Half-Life	
Half-Life Baby v1.4	This is an unfinished but playable mod. After installation, open the liblist.gam or gameinfo.txt file in the mod's folder and change the line <code>gamedll ..\hlbaby\dlls\hl.dll</code> to <code>gamedll dlls\hl.dll</code> , otherwise you won't be able to start the game..
Half-Life: Decay	The game crashes randomly when monsters try to attack your second character, so it's almost impossible to complete some episodes without using cheats
Half-Life: Gold Singleplayer	HD textures for the maps in this mod cannot be used under Xash3D the way they can be used under the Steam version of Half-Life. However, remember that Xash3D has its own easier and more productive system for using HD textures in any mod.
Half-Life: OPS	The <b>escape</b> map has an internal bug: you should not use any kind of HD replacement for the default scientist model or you will get stuck.
Half-Life: REDUX	HD textures for the maps in this mod cannot be used under Xash3D the way they can be used under the Steam version of Half-Life. In addition, some advanced game options cannot be configured from epy Xash3D game menu, but only by using console commands.
Half-Quake	

Half-Quake 2: Amen	
Half-Quake 3: Sunrise	
Half Secret	
Hammertime Demo	
Hardman - In the City	The updated version of the mod has been tested.
Haywire	
Hazardous-Course 2	
Hazardous Materials: Episode 2	
Heart of Evil: Napalm Edition	
Heavily Armed	This mod can only be played using cheats, but that is by design, because the mod was created just for fun.
Help Wanted	
Hidden Evil v1.01	
HLFX Single Demo	
HLFX v0.5 (demo maps)	
HLFX: Lost in Black Mesa	
hlife_hotdog_compo26	
Hour-Glass	
Icon of Hell: Episode 1	This mod should only be played with Xash3D; it's not fully compatible with the original Half-Life.
Index Two: Episode One	There are a couple of internal mapping errors in the <b>out108</b> map, so you'll be forced to use <b>noclip</b> to reach a ladder on a house, and then there will be an "inverted" changelevel to the <b>out109</b> map.
Induction	
Infestation	
Infiltracja	
Infinite Rift	
Intolerable Threat	
INVASION	After the first run of the mod, open <b>gameinfo.txt</b> and set <i>max_tempents</i> to <i>1024</i> to avoid crashes.
Invasion 105	
Irreality	
Ispitatel	
Ispitatel II	
Ispitatel IV: Classic	
Issues	
Kill All Greenpeace	
Krypton	There is one bug in this mod: in the map with the rocket pad, the rocket can get stuck when you try to launch it. However, this bug happens with the original Half-Life engine too.
Land of Legends: Heroes of Loria	This is a cooperative mod, and it was tested in solo play mode.
Lands of Lore v2	
Last-life	
Life's End	
Lunch Lady Invasion: Episode 1	

LV-426: Episode 1	
<a href="#">MadCrabs</a>	There are a couple of possible scripting problems, but they seem to be the mod's internal issues, so if you get stuck somewhere just try replaying from the last autosave.
Malevolence v1.4	
Mario Keys	
<a href="#">McBeth</a>	
Medieval World	
Mission Failed	
Mission to Kill	
Mission to Kill 2	
Mistake	
Mistake-1 (aka Pre-Mistake)	
Moonwalker	
Need for Energy (aka SP-Energy)	
Night at the Office	
No-Life	
No Exit	
Nuclear Winter	
Operacja Gargantua	
Operacja Mirra	
Operation Black Thunder	
Operations 1942 v2.0	
Opposing Force	
Orion	
Outrun	
Overhaul Pack	HD replacement pack for Half-Life and its mods.
PARANOIA v1.2	
Peaces Like Us	
Phobos IV	
Plague	
Point of View	
Poke646	
Poke646: Vendetta	
Portrait of Freeman v1.1	
Prince of Persia 3D Demo	
Prison v2.1	
Prisoner Escaped	
Prisoner Escaped 2	There is a level design flaw in the second teleporter in the map with GMan. Try stepping into the center of the portal to prevent unsuccessful teleportation.
Prisoner of War	
Prize	
Project AMOD	Buggy, but the bugs are also present when the original Half-Life is used.
Project Focus North v1.6 Demo	

Project Quantum Leap	
Projekt Einstein	
Prototype 98	
Radiation Alert: Episode 1 v1.1	
Rebellion	You must set the original <b>hl.dll</b> from the <b>valve</b> folder as the game dll in order to play this mod—unfortunately, the new weapon system in the mod is fully functional only under WON Half-Life v1.0.1.6 or earlier.
Red Alert X-pantion Demo: Developers Edition (aka HLRA Techdemo)	The mod is playable until the last map, which is unfinished.
Red Mesa	
Red Mesa 2	
Red Star: Episode 1	
Redemption (aka Absolute Redemption)	
Reissues	
Rescue 9-1-Freeman	
Residual Life v1.0 Final	
Residual Point	
Resublimation	
Retribution	
Reviviscence	
Riot in Progress	
Robotech: Invasion Beta	There is a couple of glitches with the HUD and flashlight after reloading a saved game, but these problems are the mod's internal bugs.
Route City	
Rumble	
S.W.A.T.	
Santa's Revenge	There is a problem with the final scripted sequence, so the mod cannot be finished properly.
Santa's Revenge 2: Xmas Meltdown	
Scientist Slaughterhouse	
<a href="#">SelfKill</a>	
Shift-Two	
Sky Mesa	
Smart Decoy	
Snark Planet Demo	
Soldier	
Solo Operations	
Somewhere in Time	
Space Prisoner	After you have installed the mod, open the <b>liblist.gam</b> or <b>gameinfo.txt</b> file in the mod's folder and change the line <code>gamedll »..\ prison\dlls spirit.dll»</code> to <code>gamedll «dlls spirit.dll»</code> , otherwise you won't be able to start the game. There is also a scripting error in the third map of the mod, so you'll be forced to use <b>noclip</b> to cross the buggy area and enter the elevator.
Spirit of Half-Life v1.0, v1.3, v1.7, v1.9 (demo maps)	

Split-Second	
Static Friction BETA Demo 1.2	This mod constantly crashes or freezes at the start of any map; you can play this mod with Xash3D without major problems only if you first remove the <b>client.dll</b> file from the cl_dlls folder of the mod, but some of the mod's FX and GUI features will not work.
Survive in Catacombs	
Survive in Catacombs II	
Sweet Half-Life	You may have some trouble completing the game after you have met aliens; a few scripts will not work properly, and one of the bosses can't be killed.
Swiss Cheese Halloween 2002	
Tactical Espionage Action v1.1	This mod is fully playable from the beginning till the end, but there is a problem with the new interface, which can't work properly under Xash3D due to some hard-coded features.
Terror Side	To avoid level change issues, open the console while playing or the <b>config.cfg</b> file in the mod's folder, and set the <i>sv_validate_changellevel</i> parameter to 0.
Test Your Skill	
The-Tower	
The Alpha Unit v1.1	To avoid level change issues, open the console while playing or the <b>config.cfg</b> file in the mod's folder, and set the <i>sv_validate_changellevel</i> parameter to 0.
The Aztecs' Bane	
The Bounty Hunter Demo	
The Challenger Deep	
The Conspiracy in Shadow 2 v1.2	
The Cupboard of Doom	
The Escape	There are a couple of strange glitches in the <b>evasion7</b> map, but they don't interfere with gameplay. Don't forget to download and install all of the fixes available for the mod.
The Evasion	
The Evil Thing	
The Evil World	
The Gate	
The Haunted Lab	
The Long Night	
The Lost Hell	
The Puppy Years	
The Real	
The Trap	Map by Keks.
The Trap v1.51	Mod by Reaktor.
The Unknown Menace	
The Way Is Clear	
The Way Is Clear 2	
The Xeno Project	
The Xeno Project 2	

They Hunger: Trilogy	You may get performance drops due to excessive use of mirrored surfaces in some maps of this mod. To avoid this, consider opening the <b>opengl.cfg</b> file, which Xash3D will create when you first start the mod, and adding the line <code>setgl gl_allow_mirrors «0»</code> .
Time Shadows Beta 0.1	When you start a new game, try quickly switching Xash3D to windowed mode and back again using <b>Alt+Enter</b> to fix the mod's broken renderer. The <code>r_fullbright 1</code> cheat can help you with the darkness; you can also try removing the mod's <b>client.dll</b> file from the <b>cl_dlls</b> folder, but this will disable some features of the mod.
Timefall	
Timeline	
Timeline II: Iced Earth	
Timeline III: Heart of Darkness	
Times of Troubles	
Todesangst	
Todesangst 2: Der Echte Feind	
Total Evasion	
Trespasser	
Typical Disaster	
Typical Disaster: The Lost Levels	
U-Life	
Ultimate Attack	
Unholy	
Unknown Faction	
Unnamed	
Uplink	
USS Darkstar	You may get performance drops due to excessive use of mirrored surfaces in some maps of this mod. To avoid this, consider opening the <b>opengl.cfg</b> file, which Xash3D will create when you first start the mod, and adding the line <code>setgl gl_allow_mirrors «0»</code> .
Vengeance	
Virtual Reality: The Real World	
Visitors	You can get stuck in a moving train in the beginning of the mod on level change; enter the <b>restart</b> command in the console to reload the map correctly.
Wake up and stay alive	
Wanted: The Half-Life Western Pack v1.6	
WAR: The Killer Beta 0.1	
World War III Missions (Part 1, 2, 3)	
X-Half-Life: Deathmatch v3.0.3.5	The mod's version is important; this version of the mod has only minor problems with Xash3D if you are playing the singleplayer part of the game.
X-Half-Life: Deathmatch v3.0.3.6	The mod's version is important; many Half-life singleplayer maps can't be started in this version of the mod under Xash3D, and there are also some other gameplay bugs.

X-treme Violence	
X.E.T. Demo	
Xen-Warrior v1.5 & 1.6	
You Are in Army Now	
Zombie Edition v1.1	

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