

## XashXT Features

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- Full compatibility with the original Half-Life entity set
- Support for forming complex hierarchies of entities (Parent System)
- Mirrors that can skip reflection of any specified object or, conversely, show ordinarily invisible objects
- Surveillance monitors (colour and monochrome)
- Portals that can take you from one point to another (as in Portal, but more basic)
- Weather effects (rain and snow)
- A powerful particle system with a standalone visual editor
- A system of prefixes for making complex scripted scenes
- An extended decal projection system that works on both level geometry and characters (players and NPCs)
- Realistic lasers that can be reflected off mirror surfaces (used in gameplay)
- A large set of logical entities for implementing any conditions in scripted scenes or complex arrangements
- A camera with flexible settings for cutscenes, letting you switch to any character's point of view (including inanimate ones)
- Configuration options for setting the attitude of any NPC towards others and towards the player
- Dynamic coloured lighting that can project and play an animated texture as a light source
- Playback of AVI files on level polygons and brush objects
- A 3D skybox for simulating expansive areas
- Bloom effects
- Supports for HD textures (up to 4096×4096)
- Background maps in the game menu (as in Source)
- Support for large game levels (32768x32768x32768 units)
- Shadow maps for dynamic shadows
- More believable lighting
- Realistic rigid body physics powered by a third-party engine ([PhysX](#))
- Realistic water
- Dynamic day and night cycles

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