
Credits

Thanks go to:

- **id Software**
 - **Valve LLC**
 - **XaeroX** - for hosting, technical advice and moral support
 - **Crazy Russian** - for HL-style menu button code and animation
 - **adamix** - for menu scrollbar code
 - **HAWK, ERIK-13** - for the first translation of features.txt into English
 - **n00b** - for the implementation of detail textures
 - **nemyax** - for the updated documentation
-

Beta testers:

Qwertyus

The FiEctro

Crazy Russian

HAWK

qpAHToMAS

LokiMB

Msteam

(_-ZhekA=-_)

Xash3D uses some parts of:

- Quake by id Software
- Quake 2 by id Software
- Quake 3 by id Software
- Half-Life by Valve Software
- Darkplaces by the Darkplaces team
- Quake 2 Evolved by Team Blur
- AVIKit by randomnine

From:

<http://xash3d.ru/> - **Xash3D**

Permanent link:

<http://xash3d.ru/doku.php?id=credits&rev=1391096633>

Last update: **2014/01/30 15:43**

