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## Setting Up Xash3D

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Xash3D is intended as a replacement for the [GoldSource](#) engine, so the original engine binaries are not needed for Xash3D to work. Generally, you need only the following:

- The folder containing the game or mod data. For Half-Life, this is the valve folder; for a mod or derivative game, the folder name is usually the developer name or a variation of the title: for example, **gearbox** for Opposing Force or **Hunger** for They Hunger.
- The **xash\_build\*.rar** file.
- The **xash\_extras.rar** file.

### Installation for Pre-Steam Games and Mods

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1. Unpack the contents of the **xash\_build\*.rar** file to your Half-Life folder, overwriting any existing files.
2. Extract the **valve** folder from the **xash\_extras.rar** file to the same folder, overwriting any existing files.

Installing mods on top of this setup is no different from installing on top of the original Half-Life. You simply need to put the mod data folder alongside the **valve** folder.

### Installation for Steam Games and Mods

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Xash3D does not work directly with Steam's **\*.gcf** game data archives. To make a Steam-distributed game work with Xash3D, you first need to extract the game data from the **\*.gcf** file using a third-party program, such as [GCFscape](#).

#### Half-Life

1. Create a folder for Half-Life.
2. Extract the **valve** folder from the `<steam_installation_folder>\steamapps\half-life.gcf` file to your Half-Life folder.
3. Unpack the contents of the **xash\_build\*.rar** file to this folder.
4. Extract the valve folder from the **xash\_extras.rar** file to the same folder, overwriting any existing files.

#### Derivatives and Mods

1. Make sure you have set up Xash3D to run Half-Life, as described above.
2. Locate the **\*.gcf** file for your game or mod in the `<steam_installation_folder>\steamapps` folder.
3. From this **\*.gcf** file, extract the folder with the game or mod data to your Half-Life folder. For example, for Blue Shift you need to extract the bshift folder from the **half-life blue shift.gcf** file.

#### Launching the Game

To launch Half-Life, run the replacement **hl.exe** program.

To launch a Half-Life mod, do one of the following:

- Run **hl.exe**, and switch to the mod by selecting Custom game in the main menu.
- Create a shortcut to **hl.exe**, open the shortcut's properties and add the **-game** *<mod\_folder>* parameter to the command string in the Target text box; for example, «C:\games\half-life\hl.exe -game gearbox».
- Create a **\*.bat** file that runs **hl.exe** with the **-game** *<mod\_folder>* parameter; for example, «C:\games\half-life\hl.exe -game hunger».

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