XashXT Features

* 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