
Half-Life Activation Code



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About This Game

Named Game of the Year by over 50 publications, Valve's debut title blends action and adventure with award-winning technology to create a frighteningly realistic world where players must think to survive. Also includes an exciting multiplayer mode that allows you to play against friends and enemies around the world.

Title: Half-Life
Genre: Action
Developer:
Valve
Publisher:
Valve
Franchise:
Half-Life
Release Date: 8 Nov, 1998

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English,French,German,Italian,Simplified Chinese,Traditional Chinese,Korean







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Half-Life 1 and Counter-Strike 1.6 updated:

We have released an update for both games, fixes include:

- Added option to disable use of HD model packs in Video tab of options dialog
- Fixed mp_fadetoblack not applying after a flashbang is thrown (Counter-Strike)
- Fixed fullscreen software mode rendering incorrectly
- Added cl_min_t and cl_min_ct cvar to let you control the model used when cl_minmodels is set, the value of the cvar is the model index to use (Counter-Strike)

. Half-Life 1 update released:

We have updated the public release of Half-Life. This update contains all the changes from the recent beta, thanks to the whole community for their help with testing and suggesting new features.

Changes in this update are:

- Added support for a crcclientdll key in liblist.gam to turn client.dll crc checking back on, useful for 3rd party mods
- Make sure the Close button has keyboard focus when you see the disconnection dialog
- Made the play command obey speak_enabled cvar
- Door movement sound fixes, make sure you stop playing the moving sound if you get disrupted
- Fixed hang when loading maps with corrupt entity data
- Fixed being unable to load map resource files if they started with the UTF-8 BOM
- Fixed audio artifact in sound track Nuclear Mission Jam
- Fixed hud_centerid to apply correctly in Half-Life 1 games
- Fixed crash if you hit retry while in control of a func_tank
- Fixed sprays not loading from the correct path causing them not to update
- Fixed a crash if you started a local multiplayer game, disconnected and then loaded a save game

. Half-Life 1 Beta updated:

We have released a Beta update for Half-Life and associated games.

Changes in this update are:

- Fixed music tracks to correctly play across level change and to not stop (or restart) at unexpected times
- Clamped health values to fix display issues when it dropped below 1 or above 255
- Draw the "Paused" message when you pause the game

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- Fixed custom game menus (like ones displayed by AMXModX) not rendering correctly

. Half-Life 1 updated:

We have updated the public release of Half-Life. This update contains all the changes from the recent beta, thanks to the whole community for their help with testing and suggesting new features.

Changes in this update are:

- Added "con_mono" convar, when set to 1 a monospaced font is used in the console. When toggling this value you must restart the game for it to take effect.
- Fixed dedicated server logs so they don't go into _addon or _download folders by mistake
- Fixed game directory not being set correctly under Mac OS X or Linux
- Fixed music tracks to correctly play across level change and to not stop (or restart) at unexpected times
- Clamped health values to fix display issues when it dropped below 1 or above 255
- Draw the "Paused" message when you pause the game
- Fixed custom game menus (like ones displayed by AMXModX) not rendering correctly
- Updated sound track to 44kHz, 128kbit MP3 for better listening experience
- Fixed test microphone button not working
- Updated SDL drop, fixes some mouse input issues
- Fixed 3rd party mods that use the base Half-Life 1 client.dll having bad mouse input behavior
- Fixed view jumping when coming in and out of VGUI1 menus under Half-Life, Team Fortress Classic and DeathMatch Classic

. Half-Life 1 Beta updated:

We have released a Beta update for Half-Life and associated games.

Changes in this update are:

- Fixed crash when loading maps with malformed entity data

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