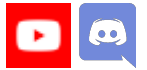# Introduction

What is Pragma?

Pragma is an open-source custom game engine written in C++. Here is an overview over some of its features:

- Support for both the **Source Engine** and **Source 2** assets, such as: maps, models, materials, textures, sound-script files and particle systems
- Extensive modding support with Lua (with Live-coding, debugging-support with the ZeroBrane IDE, support for custom shaders, custom entities/weapons/NPCs/vehicles, etc)
- Support for PBR (**p**hysically **b**ased **r**endering)
- Support for the Cycles-renderer (the same as used by Blender)
- Multiplayer-support, including dedicated servers
- Steam Workshop support
- VR support
- Support for the Bullet and PhysX physics engines
- Support for OpenGL and Vulkan
- AI-system based on behavior trees
- Entity-component-system
- Steam Audio support for spatial audio
- etc.

> Pragma is currently in an early beta, some features may not be fully functional at the moment or are unfinished/experimental.

Pragma also ships with the Pragma Filmmaker, an open source alternative to the Source Filmmaker.

You can use the Book Navigation on the left to navigate to the next page, which has details on how to download and install Pragma.

Click the ⏸ Shelves button at the top right for other topics (such as the API documentation for developers).

Media