If any object in the map has any of the substrings below as part of its name, its properties will be altered accordingly.

Renderer
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 - "portal"   = portal (object must be a 2d plane oriented along x, y or z axis of the world)
 - "antyp"   = antyportal (object must be 3d and convex)
 - "trans"   = translucent mesh
 - "water"   = 2d shape that has water shader displayed on it in engine
 - "noclip"   = object is excluded from Havok physics - player and any physics entity in engine can walk through such object
 - "2sided"   = two-sided object - if it is a plane it will be visible from both sides
 - "atest"   = object can have transparent parts based on texture with alpha channel. (This is fast transparency mode in which object can only be completely transparent or completely opaque, depending on black or white pixels in alpha channel of texture)
 - "decal"   = decal object - a 2d plane with texture that has alpha channel. This plane must be placed on another object's surface). Many decals can be combined into one object.
 - "barrier"   = invisible barrier for players. They don't stop anything beside players - don't work on monsters, projectiles, ragdolls etc.
 - "monster" = Monster Barrier. Barrier that stops only monsters. Doesn't work on anything else (players, projectiles, ragdolls etc.).
 - "vollight"   = volumetric light
 - "volfog"   = volumetric fog
 - "zone"   = zone object (must be convex)

If name contains "zone" it can also contain:

 - "death"   = death zone, object that kills players and monsters on contact (object must be convex)
 - "ladderzone"   = ladder zone, within this object player can climb like on a ladder (object must be convex)

Other
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 - "glass"   = Glass object which can be broken by player, monster, weapons and explosions. It must consist of two planes, one for each side.

Physics
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 - "statdest"   = static object that can be destroyed (actually upon activation the statdest object disappears and is substituted with one or many physdest objects). It is activated by explosion.

 - "physdest" = object that appears as one or more broken pieces of original statdest object after explosion. As a physics object it will be treated as conxes, even if it isn't.
            Physdest objects must include WHOLE shape name of the Statdest object (including _shape that Maya adds) Easiest way is to copy whole name of a statdest, paste it as a name for physdest (Maya will add a digit at the end of the name) and then replace 'stat' with 'phys'.

 - "phys"   = active mesh, physics object. Inactive at level start, activates on touch (or by weapons and explosions). Upon activation it is treated as a convex shape even if it isn't. For instance you have U shaped object wrapped around a pole, it will be pushed away from the pole upon activation as it will be treated as a full convex shape which it wasn't before activation.

If name contains "phys" it can also contain:

 - "autodelete" = physics object that disappears after a few seconds from the moment of activation
 - "pinned"   = physics object that can be activated only by explosion)