

Other Limits

The following limits are locked at fixed values in the engine and can't be changed in the client:

Limit	Xash3D	GoldSource
MAX_VISIBLE_PACKET (entities)	512	256
MAX_MODELS (unique models including sprites and bmodels)	2048	N/A
MAX_SOUNDS	2048	N/A
MAX_SENTENCES	2048	1534
MAX_USER_MESSAGES	191	128 (WON GoldSource)
MAX_TEXTURES	4096 (of which 2048 can be used by VGUI)	N/A
MAX_MESSAGES (number of messages in <i>titles.txt</i>)	2048	1024
Maximum size of indexed texture	1024×1024	512×512
Maximum size of TrueColor texture	4096×4096	N/A

From:

<http://xash3d.ru/> - Xash3D

Permanent link:

http://xash3d.ru/doku.php?id=xash3d:en:other_limits

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