Primary Limits

Xash3D raises GoldSource's primary limits so that they are less restrictive, and makes them more customizable. See gameinfo.txt for an example:

Limit	Xash3D	GoldSource
MAX_EDICTS	600–4096	900
MAX_TEMPENTS	300–2048	500
MAX_PARTICLES	1024–8192	4096
MAX_BEAMS	64–512	64

Manually setting lower limits helps you save memory in those mods where, for example, you don't need many edicts. In addition, the *MAX_EDICTS* parameter comes from the server if the game is local, and the client is automatically adjusted to the new environment.