

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:

ЛИМИТ	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.

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

Permanent link:
http://xash3d.ru/doku.php?id=xash3d:en:primary_limits&rev=1391150975

Last update: **2014/01/31 06:49**

