

Limits for BSP Models

Limit	Xash3D	GoldSource
MAX_MAP_MODELS	1024	256
MAX_MAP_LEAFS	32767	8192

Other limits for BSP models are configured by the compiler and do not depend on the engine.

From:

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

Permanent link:

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

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