

Limit of	Limit	First sign of trouble + Notes
Brushes	32768	Compiler error
Models	256	Loading map in ET ('cg_RegisterGraphics: too many inline models: xxx') Note: func_explosive creates one model for each explosive object
tagent	16	Max. length of the tagent. (?)
Script routines	196	In a scriptblock this is the maximum number of trigger / event routines. Note: In the entire script file the total number of routines in multiple scriptblocks can be higher.
Entities	1024	The game has a maximum of 1024 entities. Of these 64 are reserved by the game for players. It also creates entities on the fly (panzershots, mortars).
--- Unconfirmed ---		
Spline points	512	Was mentioned on the SD forum / Possibly in the Level Designer Reference
Sounds	256	Found in source code
Remapped shaders	128	A maximum of 128 shaders can be remapped.

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