

D3-Edit Limits (v1.0)

Mine:

MAX_LEVELS_PER_MISSION	30	
MAX_ROOMS	400	// 0-399 (Mine rooms)
MAX_PALETTE_ROOMS	50	// max number of loaded rooms (400-449)
MAX_OBJECTS	1500	// total number of objects in world
MAX_POLY_MODELS	1000	// total number of POLY_MODELS in world
MAX_ACTIVE_DOORWAYS	30	// specific doors inside mine
MAX_DOORS	60	// predefined Doors usable by Editor
MAX_TRIGGERS	100	
MAX_PATHS	100	
MAX_PATH_PORTALS	40	
MAX_GAME_PATHS	300	
MAX_NODES_PER_PATH	100	
MAX_GOAL_ITEMS	12	
MAX_LEVEL_GOALS	32	
MAX_GOAL_LISTS	4	
MAX_WAYPOINTS	25	
MAX_SOUNDS	1000	

Rooms:

MAX_REGIONS_PER_ROOM	200	// Facestructures, not connected to room shell
MAX_FACES_PER_ROOM	3000	
MAX_VERTS_PER_ROOM	10000	
MAX_BNODES_PER_ROOM	127	

Faces:

MAX_VERTS_PER_FACE	64
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Textures:

MAX_BITMAPS	5000	// Mine
MAX_TEXTURES	2600	// Room
MAX_VCLIPS	200	// OAF
VCLIP_MAX_FRAMES	50	// oaf-Frames
MAX_BUMPMAPS	500	//
MAX_FORCE_FIELD_BOUNCE_TEXTURES	3	// TF_FORCEFIELD
MAX_SPECIAL_FACES	13000	// TF_METAL + TF_MARBLE TF_PLASTIC

Objects:

MAX_MODEL_TEXTURES	35
MAX_POLYGON_VECS	2500
MAX_DETAIL_LEVELS	3
MAX_PROP_LEN	256
MAX_NAME_LEN	32
MAX_GROUND_PLANES_PER_MODEL	10
MAX_GUNS_PER_MODEL	64
MAX_SUBOBJECTS	30
MAX_POINTS_PER_SUBOBJECT	300
MAX_WB_GUNPOINTS	8
MAX_WB_FIRING_MASKS	8
MAX_WB_TURRETS	8