

# Reborn Files & Limits

## Files

Below is the list of all files that Reborn patch makes use of. Most of them are used to configure various patch features, while some of them are used by the patch to store various internal settings and game state.

- [admins.ini](#)
- [ipfilter.cfg](#)
- [namefilter.cfg](#)
- [protectednamefilter.cfg](#)
- [chatfilter.cfg](#)
- [allowedmaps.cfg](#)
- [allowedvotes.cfg](#)
- [update\\_reborn.txt](#)
- [reborn.map](#)

## Limits

Below is the list of all limits that you can encounter while using the patch. Exceeding them might result in instability or even crashes in extreme situations, but most of the time, server owner is warned about exceeding the limits.

- Banned, protected names can be at max 64 characters long.
- Protected name can be at max 64 characters long.
- Filtered word in Chat Filtering System can be at max 64 characters long.
- Banned IP can be at max 32 characters long (it should never exceed this value in real scenarios)
- Allowed vote command can be at max 64 characters long.
- Vote arguments can be at max 1024 characters long.
- Allowed vote map name can be at max 64 characters long.
- Client Admin login can be at max 64 characters long.
- Client Admin password can be at max 64 characters long.
- Player name can be at max 32 characters long.
- Kick, Ban reason text can be at max 256 characters long.
- Maximum players on server count supported by patch limit is 64.
- Maximum Chat Filtering System entries in [chatfilter.cfg](#) limit is 4000.
- Maximum banned IP entries in [ipfilter.cfg](#) limit is 4000.
- Maximum banned name entries in [namefilter.cfg](#) limit is 4000.
- Maximum protected name entries in [protectednamefilter.cfg](#) limit is 2000.
- Maximum vote command entries in [allowedvotes.cfg](#) limit is 1000.
- Maximum vote allowed map entries in [allowedmaps.cfg](#) limit is 1000.
- Maximum client admin entries in [admins.ini](#) limit is 128.
- Maximum opened file handles via Scripting Engine limit is 32.

## Constants

Below is the list of all constant or reserved values used by the patch. Sometimes you may need to know them to understand patch behaviour in certain situations.

- High Ping Kick Check Interval is 1000ms.
- High Ping Treshold is 100ms.
- High Ping Exceeds Until Kick is 5.