

# Limitations

Each game engine (and some specific games) have their own limitations which you should keep in mind:

## Luxor 1/AR

### Engine Specific

- `data/uiscrypt/depths.txt` has a hard limit of 69 layers. If this is exceeded, layers starting from the 70th will be ignored.

## Luxor 1

- Stage 2-4 (and by extension, 5-4, 8-4, 11-4) do not prioritize colors in the danger zone, presumably due to the vanilla level being Khufu's Revenge.

## Luxor 2

### Engine Specific

- Going over the maximum Map ID (25 for Luxor 2) crashes the game.
  - Only a maximum of ~100 images can be loaded. Any more and the logs will show an "Out of Factory Nodes" error and any other images past it will **not be loaded**. To work around this, you may want to place images in atlases, or simply don't go overboard.
  - You may want to look at the logs every time you crash after toggling Fullscreen. A potential reason for this is that the game reloads every single texture *including unused ones*.
  - Setting the BlendMode to `NONE` will completely ignore the alpha. Omit the BlendMode property altogether if you wish to include it.
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