**Features Supported:**

1. **Core Video & Audio Features**:

* Video & Audio calling
* Audio rooms
* Live-streaming
* Screensharing
* Active speaker detection
* Custom events
* Dynascale (automatic resolution/fps/bitrate adjustment)
* Backstage mode
* Call recording
* Broadcasting to HLS

1. **Security & Infrastructure**:

* Edge network with global servers
* 99.999% uptime SLA guarantee
* Security & Privacy compliance (USA/EU based, Soc2 certified, GDPR compliant)
* Geofencing
* Flexible permissions system

1. **Call Management**:

* Joining calls by ID, link or invite
* Audio/video controls (enabling/disabling)
* Camera controls in calls
* Speakerphone controls
* Push notification support
* Notifications and ringing calls

1. **Audio Features**:

* Opus DTX (Discontinuous Transmission)
* RED (Redundancy Encoding) for reliable audio
* Webhooks & SQS support

**Pricing & User Limits:**

The context mentions a "Maker Account" which is free for:

* Projects with < $10k monthly revenue
* Includes $100 in monthly credit for video

**Technical Details:**

**Video Quality**:

* Supports 3 video quality layers: f, h, and q
* Dynascale 2.0 for automatic quality adjustment

**Cross-Platform Support**:

* Unity SDK works across multiple platforms (specific platforms can be checked in their documentation)

**Custom Data Limits:**

* Maximum 5KB for custom data that can be assigned to:
  + Calls
  + Video Call Participants

**Number of Participants:**

The context doesn't explicitly state the maximum number of participants allowed in a call. However, it mentions that the system can:

* Automatically paginate video on large calls
* Adjust quality settings based on the number of participants
* Handle dynamic scaling of resolution, fps, and bitrate

**Notable Infrastructure Points:**

* Servers located around the world for optimal latency
* Uses WebRTC technology
* Supports both audio and video streaming
* Includes features for large-scale broadcasting and streaming

For specific limits on storage, bandwidth, or exact participant numbers, it would be necessary to consult GetStream's current pricing plans and documentation as these details aren't explicitly mentioned in the provided context.