

13.4 - Advanced - Working Limits

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Working Limits

Working Limits

Space

While object positions, vertex locations are not clamped, larger values become increasingly imprecise.

To get an idea of the precision you can work with using different scales.

Here's a table of scales and their associated accuracy.

10:	1/1,048,576 th
100:	1/131,072 th
1,000:	1/16,384 th
10,000:	1/1,024 th
100,000:	1/128 th
1,000,000:	1/16 th

Hint

For a rough rule of thumb, values within -5,000/+5,000 are typically reliable (range of 10,000).

Internally *single precision* floating point calculations are used.

Time

The maximum number of frames for each scene is currently 500,000, and allows for continuous shots for durations of:

24 fps: 5 hours, 47 seconds.

25 fps: 5 hours, 33 seconds.

30 fps: 4 hours, 37 seconds.

60 fps: 2 hours, 18 seconds.

Note

In practice, a finished work is typically composed of output from many scenes. So this limit does not prevent you from creating longer works.

Text Fields

Fixed strings are used internally, and while it is not useful to list all limits, here are some common limits.

directory: 767

file-name: 255

file-path: 1023

identifier: 63

Used for data-block names, modifiers, vertex-groups, UV-layers...

Note

Multi-byte encoding means some unicode characters use more than a single ASCII character.