# Options

This has optional items that are part of standard Opensim you may choose to change.

Graphical user interface, text, application

Description automatically generated

The Options page has the (x, y) Global location of the region on the grid. You can set regions next to each other by changing the X and Y coordinates and restarting the region. The X and Y is the lower left point on the global map.

If you get messages saying that regions overlap, change the coordinates to some substantial number and retry the region boot.

**UUID**: You can only change the UUID of the grid is stopped. Never change the UUID unless you want to start with a blank region again. Altering the UUID will force the system to create a new, blank region the next time the grid starts, and you will be forced to move your region to another spot if it is not deregistered. This is a read-only field when the grid is running. You can only change this by stopping the grid.

**MaxAgents**: The maximum number of agents that can be in the in the region at any given time. The default is 100.

**MaxPrims**: The maximum number of prims that the region will be listed as supporting. However, this limit is not currently enforced by OpenSimulator. Due to LL protocol constraints, the maximum limit that can be shown is 45000.

**PhysicalPrimMax**: The maximum dimensions of a physical prim. This is a single number which applies to X, Y and Z co-ordinates. This will affect resizing of existing prims. Default is 10.

**NonphysicalPrimMax**: The maximum dimensions for a non-physical prim. This is a single number which applies to X, Y and Z co-ordinates. This will affect resizing of existing prims. Default is 256.

**ClampPrimSize**: If true then if a viewer attempts to create a prim which has any dimension larger than the NonphysicalPrimMax, then that dimension is reduced to NonphysicalPrimMax. Default is false.