LIMCHECK system variable

Function Description:

The **LIMCHECK** system variable is used to control whether it is allowed to create objects beyond grid limits.

Type : Integer
Saved in : Drawing
Initial value : 0
Range : 0,1

When this system variable is off, the light in block has no effect on 3D objects rendering in current viewport.

System Variable Value:

0 : it is allowed to create objects beyond grid limits
1 : it is not allowed to create objects beyond grid limits