

# Resource Allocations for Babel Buster Pro Gateways

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The most significant resource limits are listed in the data sheets and online for the applicable models. The specific details of all possible allocations are listed here.

Important note: The numbers listed as maximum are the maximum supported of any given type of entity. The overall pool of resources is shared between all possible resources, and available memory will determine what your actual limits are. For BACnet objects, there is a pool of 1,000 objects shared between all possible object types. If you allocate 990 Analog Input objects, then you have 10 objects remaining for other types. You may reduce counts in one area in order to free up resources in another area.

Resource allocations for BBPro-V210 or SPX Pro-V2 are as follows:

Resource	Minimum	Maximum	Default
Local Modbus Register Pool Size	2	2000	400
Data Calculate Rule Count	2	1000	100
Data Copy Rule Count	2	1000	100
MIB Variable Count, Integer 32-bit	2	500	200
MIB Variable Count, Unsigned 64-bit	2	500	20
MIB Variable Count, Float 32-bit	2	500	20
MIB Variable Count, Float 64-bit	2	500	20
MIB Variable Count, Char String	2	500	20
Number of SNMP Trap Receiver Devices	2	50	10
Number of SNMP Trap Receive Rules	2	500	50
Number of SNMP Trap Sender Devices	2	50	10
Number of SNMP Trap Send Rules	2	500	50
Number of SNMP Client Devices	2	50	20
Number of SNMP Client Read Rules	2	1000	100
Number of SNMP Client Write Rules	2	1000	40
Number of Table Walk Rules	2	100	10
Number of Modbus TCP Devices	2	50	10
Number of Modbus TCP Client Read Maps	2	1000	100
Number of Modbus TCP Client Write Maps	2	1000	20
Number of Modbus RTU Read Maps	2	1000	200
Number of Modbus RTU Write Maps	2	1000	50

Number of Modbus TCP Server Connections	1	50	20
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Resource allocations for BBPro-V230 are as follows:

Resource	Minimum	Maximum	Default
Number of Analog Input Objects	1	990	100
Number of Analog Output Objects	1	990	10
Number of Analog Value Objects	1	990	10
Number of Binary Input Objects	1	990	100
Number of Binary Output Objects	1	990	10
Number of Binary Value Objects	1	990	10
Number of Multistate Input Objects	1	990	10
Number of Multistate Output Objects	1	990	1
Number of Multistate Value Objects	1	990	1
Data Calculate Rule Count	2	1000	100
Data Copy Rule Count	2	1000	100
MIB Variable Count, Integer 32-bit	2	500	200
MIB Variable Count, Float 32-bit	2	500	20
Number of SNMP Trap Receiver Devices	2	50	10
Number of SNMP Trap Receive Rules	2	500	50
Number of SNMP Trap Sender Devices	2	50	10
Number of SNMP Trap Send Rules	2	500	50
Number of SNMP Client Devices	2	50	20
Number of SNMP Client Read Rules	2	1000	100
Number of SNMP Client Write Rules	2	1000	40
Number of Table Walk Rules	2	100	10
Number of BACnet Client Devices	2	50	10
Number of BACnet Client Read Maps	2	1000	100
Number of BACnet Client Write Maps	2	1000	20
Number of Virtual Objects	1	50	5

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