Bricsys®

Справочник системных переменных V21

Документация по продукту

Bricsys®

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

Содержание

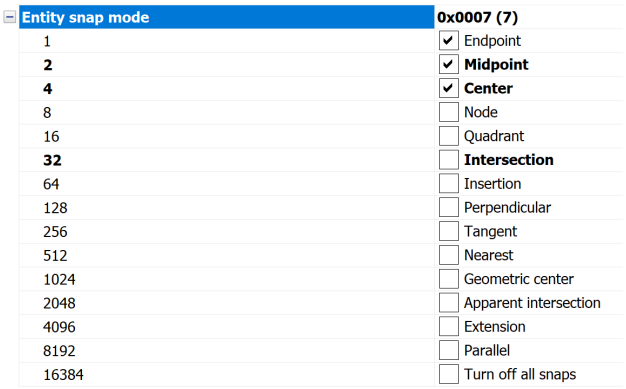
1. System variable reference

The system variable reference gives an overview of all the system variables in BricsCAD.

System variables are used to save user preferences and BricsCAD settings. They can be accessed through the Settings dialog box. Many system variables correspond to other CAD software. When a variable is BricsCAD specific, this is indicated as well.

1.1 System variable data types

- **Boolean**: the value is either 1 or 0 (True or False, Yes or No).
- **Short**: integer value in the range of −32,768 to +32,767.
- **Long**: integer value in the range of −2,147,483,648 to +2,147,483,647.
- **Real**: floating point numbers with a period for a decimal point and no thousands separator.
- **String**: text.
- **String Standard**: text according to a specific format, for example a folder path.
- **3D point**: specifies a point in a 3D space.
- **2D point**: specifies a point in the XY-plane.
- **Bit flag variables**: integer variable controlled by bit codes. The value of this variable changes by adding or removing options.



Entity snap mode	0x0007 (7)
1	☑ Endpoint
2	☑ **Midpoint**
4	☑ **Center**
8	☐ Node
16	☐ Quadrant
32	☐ **Intersection**
64	☐ Insertion
128	☐ Perpendicular
256	☐ Tangent
512	☐ Nearest
1024	☐ Geometric center
2048	☐ Apparent intersection
4096	☐ Extension
8192	☐ Parallel
16384	☐ Turn off all snaps

1.2 System variables save location

- Windows registry (or **config** file for macOS and LINUX): the value is saved in a user profile and is loaded from the registry when you start a BricsCAD session. The value applies to all drawings.
- Drawing: the value is saved in the drawing and applies to that drawing only.
- NOT saved: the default value is hard-coded, and the new value is not saved when BricsCAD is restarted.

1.3 Editing system variables

The system variables have a default value which can be edited:

- Through the Settings dialog box.
- By calling it in the Command line.

In the Settings dialog box, you can also filter variables that are no longer set to their default value.

1.4 Searching for variables

You can use the SETVAR command to search for a variable.

2. _

2.1 _PKSER system variable

2.1.1 Packet serial

Shows the serial number assigned to the program.

Read-only

Type:	String
Saved in:	Not saved

2.2 _QUADTABFLAGS system variable

2.2.1 Quad tab flags

Temporary setting used while new quad tab layout is being implemented. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 31
Default value:	12
Possible options:	1: Fixed width tabs 2: Center tab labels 4: Tab borders 8: Double tab height 16: Show 3D Solid mass properties

2.3 _VERNUM system variable

2.3.1 Version number

Shows the program version number.

Read-only

Type:	String

Saved in:	Not saved

3. 3

3.1 3DCOMPAREMODE system variable

3.1.1 Compare visualization mode

The value of the 3DCOMPAREMODE system variable controls the display in the viewports of the Comparison layout.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	3
Possible values:	0: First model on the left, second model on the right. 1: First model with differences on the left, second model on the right. 2: First model on the left, second model with differences on the right. 3: First model with differences on the left, second model with differences on the right. 4: Both models with all differences in one viewport. 5: Both models with all differences in one viewport. 6: Both models with all differences in one viewport. 7: Both models with all differences in one viewport.

3.2 3DOSMODE system variable

3.2.1 Entity 3D snap mode

The current 3D Entity Snap modes are saved through the 3DOSMODE system variable as the sum of the bitcodes of the selected snap modes.

Type:	Long
Saved in:	Registry
Range:	0 to 33023
Default value:	11

Possible values:	1: Turn off all 3D snaps 2: 3D Entity Vertices and Control Vertices of Splines 4: Midpoint of edge 8: Center of face 16: Spline Knot 32: Perpendicular to planar face 64: Nearest to face 128: Pointcloud nearest Point 32768: Intersection with face

3.3 3DSNAPMARKERCOLOR system variable

3.3.1 3d snap marker color

Specifies the color of the 3d snap marker. Values between 1 and 255 are accepted.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	5

4. A

4.1 ACADLSPASDOC system variable

4.1.1 on_start.lsp for each doc

Specifies whether on_start_default.lsp and on_start.lsp are loaded into every drawing as are on_doc_load.lsp and on_doc_load_default.lsp, or just when the first drawing opens in a session.

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Do not load on_start.lsp with every drawing On (1): Load on_start.lsp with every drawing

4.2 ACADPREFIX system variable

4.2.1 Program folder path

List of support paths, with path separators appended if necessary.

Read-only

Type:	String
Saved in:	Not saved

4.3 ACADVER system variable

4.3.1 AutoCAD version

Shows the AutoCAD compatible program version number.

Read-only

Type:	String
Saved in:	Not saved

4.4 ACISHLRRESOLUTION system variable

4.4.1 Hidden line removal resolution

Specifies the smallest distance taken into consideration during Hidden Line Removal calculation. A negative value means that auto-calibration based on the size of the model will be used. This is highly recommended. When dealing with entities that have very small sizes the value can be set to 0.001 or smaller.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	-1.0

4.5 ACISOUTVER system variable

4.5.1 Acisout version

Specifies the ACIS version of the SAT files created by ACISOUT.

Type:	Short
Saved in:	Not saved
Default value:	70

4.6 ADAPTIVEGRIDSTEPSIZE system variable

4.6.1 Adaptive grid step size

Specifies the snap spacing (in pixels) for 'Adaptive Grid Snap' mode of SNAPTYPE system variable. Values between 2 and 100 are accepted. The step size of the Ruler in Manipulator depends on this variable.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	4.0

4.7 AFLAGS system variable

4.7.1 Attribute options

Specifies the default options for attribute creation. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Not saved
Default value:	0
Possible options:	0: No mode selected 1: Invisible 2: Constant 4: Verify 8: Preset 16: Lock position 32: Multiline

4.8 ALLOWTABEXTERNALMOVE system variable

4.8.1 Move tabs externally

Allows a tab to be moved to another tab control On/Off.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't allow a tab to be moved externally On (1): Allow a tab to be moved externally

4.9 ALLOWTABMOVE system variable

4.9.1 Move tabs

Allows a tab to be moved horizontally by dragging On/Off.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't allow tabs to be moved On (1): Allow tabs to be moved

4.10 ALLOWTABSPLIT system variable

4.10.1 Split tabs

Allows the tab control to be split by dragging a tab On/Off.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't allow tabs to be split On (1): Allow tabs to be split

4.11 ANGBASE system variable

4.11.1 Angle base

Specifies the direction of angle 0, relative to the current UCS.

Type:	Real
Saved in:	Drawing
Default value:	0.0

4.12 ANGDIR system variable

4.12.1 Angle direction

Specifies the positive angle direction from angle 0, relative to the current UCS.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Counter-clockwise On (1): Clockwise

4.13 ANNOALLVISIBLE system variable

4.13.1 Annotation visibility

Hides or displays annotative entities that do not support the current annotation scale. The setting is saved individually for model space and each layout.

Type:	Short
Saved in:	Drawing
Default value:	1
Possible values:	0: Only annotative entities that support the current scale representation are displayed 1: All annotative entities are displayed

4.14 ANNOAUTOSCALE system variable

4.14.1 Annotation scaling

Synchronizes annotative entities with the current annotation scale.

Type:	Short
Saved in:	Registry
Default value:	-4

Possible values:	0: Newly set annotation scale is not added to annotative entities. 1: Newly set annotation scale is added to annotative entities supporting it except entities on locked, turned off, frozen or viewport-frozen layers. 2: Newly set annotation scale is added to annotative entities supporting it except entities on turned off, frozen or viewport-frozen layers. 3: Newly set annotation scale is added to annotative entities supporting it except entities on locked layers. 4: Newly set annotation scale is added to all annotative entities supporting it. -1: Newly set annotation scale is not added to annotative entities (toggled value 1). -2: Newly set annotation scale is not added to annotative entities (toggled value 2). -3: Newly set annotation scale is not added to annotative entities (toggled value 3). -4: Newly set annotation scale is not added to annotative entities (toggled value 4).

4.15 ANNOSELECTED system variable

4.15.1 Selected object is annotative

Specifies if the selected object is annotative and is used by menus.

Read-only

Type:	Boolean
Saved in:	Not saved

4.16 ANNOTATIVEDWG system variable

4.16.1 Annotative drawing

Specifies whether or not the drawing will behave as an annotative block when inserted into another drawing. The ANNOTATIVEDWG system variable becomes Read-only if the drawing contains annotative entities.

Type:	Boolean
Saved in:	Drawing
Default value:	Off

Possible values:	Off (0): Not annotative On (1): Annotative

4.17 ANTIALIASRENDER system variable

4.17.1 Anti-alias amount for render

Specifies the smoothness of the output from RENDER command. For values higher than 1, an anti-aliased output is calculated. High anti-alias values incur a high calculation cost.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 5
Default value:	2
Possible values:	1: 1x1 (no anti-aliasing) 2: 2x2 3: 3x3 4: 4x4 5: 5x5 (maximum anti-aliasing)

4.18 ANTIALIASSCREEN system variable

4.18.1 Anti-alias amount for screen

Specifies the smoothness of on-screen curve display. For values higher than 1 and visual style 2DWireframe (which uses GDI), calculation of an anti-aliased display comes at a high performance cost (roughly a factor 7). For the other display modes the calculation time increases with less than 50%.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 5
Default value:	1

Possible values:	1: 1x1 (no anti-aliasing) 2: 2x2 3: 3x3 4: 4x4 5: 5x5 (maximum anti-aliasing)

4.19 APBOX system variable

4.19.1 Entity snap aperture box

Toggles the display of the Entity Snap aperture box. If the APBOX system variable is on, the entity Snap Aperture Box is added to the crosshairs when one or more entity snaps are active.

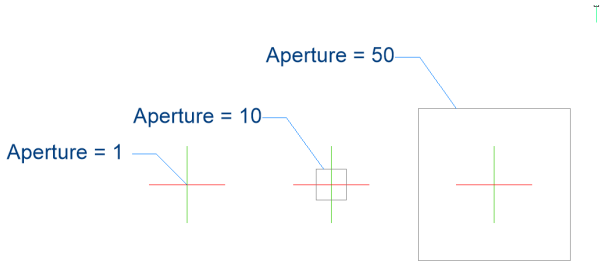
Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Does not display the aperture box. On (1): Displays the aperture box.

4.20 APERTURE system variable

4.20.1 Entity snap aperture

Specifies the size (in pixels) of the entity snap aperture box. Values between 1 and 50 are accepted.
The program searches the area inside the rectangular aperture cursor for geometric features, such as endpoints and mid points. A large aperture cursor makes it easier for you to hover over geometric features, but then the program may find too many matching entity snap points; a smaller one may be more difficult for you to position over geometry, but is more precise at snapping to geometric features.

Type:	Short
Saved in:	Registry
Default value:	10



4.21 AREA system variable

4.21.1 Calculated area

Specifies the last calculated area by AREA, LIST or DBLIST.

Read-only

Type:	Real
Saved in:	Not saved

4.22 AREAPREC system variable

4.22.1 Area precision

Specifies the number of decimal places displayed for areas when the area bit of PROPUNITS is on. If negative, LUPREC is used.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	-1
Possible values:	-1: Use LUPREC 0 1: 0.0 2: 0.00 3: 0.000 4: 0.0000 5: 0.00000 6: 0.000000 7: 0.0000000 8: 0.00000000

4.23 AREAUNITS system variable

4.23.1 Area units

Specifies a list of units used for displaying areas when the area bit of PROPUNITS is on. If empty, all areas are displayed in the current drawing unit, as defined by INSUNITS. If multiple units are selected, the unit that fits best is used.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	in ft mi µm mm cm m km

4.24 ARRAYASSOCIATIVITY system variable

4.24.1 Associative arrays

Specifies whether newly created arrays are associative or non-associative.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Not associative On (1): Associative

4.25 ARRAYEDITSTATE system variable

4.25.1 Array editing state

Array editing state is activated while editing an associative array's source entities.

Read-only

Type:	Boolean
Saved in:	Not saved
Default value:	Off

4.26 ARRAYTYPE system variable

4.26.1 Array type

Specifies the default associative array type.

Type:	Short
Saved in:	Registry
Default value:	0
Possible values:	0: Rectangular array 1: Path array 2: Polar array

4.27 ASSOCIATIVITY system variable

4.27.1 Associativity

Defines if TIN Surface or Grading are associative.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	15
Possible options:	1: TIN Surface associativity 2: Grading associativity 4: TIN Volume Surface associativity 8: Corridor associativity

4.28 ATTDIA system variable

4.28.1 Attribute dialog

Specifies whether or not the INSERT command uses a dialog box for entering attribute values.

Type:	Boolean
Saved in:	Registry

Default value:	Off
Possible values:	Off (0): Don’t use dialog box On (1): Use dialog box

4.29 ATTMODE system variable

4.29.1 Attribute display mode

Specifies whether attributes are visible or not. If the ATTMODE variable is set to 2, all attributes display, including Hidden attributes.

Type:	Short
Saved in:	Drawing
Default value:	1
Possible values:	0: Don't show 1: As defined in block 2: Show all

4.30 ATTRACTIONDISTANCE system variable

4.30.1 Grips attraction distance

Specifies the grips attraction distance. If the cursor is within this distance the cursor is attracted by the grip and jumps to it.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	4

4.31 ATTREQ system variable

4.31.1 Insertion default settings

Specifies whether default attribute settings are used by the INSERT command during block insertion.

Type:	Boolean

Saved in:	Registry
Default value:	1
Possible values:	Off (0): Use default values On (1): Prompt user

4.32 AUDITCTL system variable

4.32.1 Audit control

Toggles the creation of audit report (ADT) files by the AUDIT command. When you turn on the AUDITCTL settings variable, Audit creates an ASCII file describing problems and the action taken. This report, with the file extension .adt, is placed in the same directory as the current drawing.

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Don't write ADT files On (1): Write ADT files

4.33 AUDITERRORCOUNT system variable

4.33.1 Audit Error Count

The number of errors found in the last audit.

Read-only

Type:	Short
Saved in:	Not saved

4.34 AUNITS system variable

4.34.1 Angular unit type

Specifies the angular unit type.

Type:	Short

Saved in:	Drawing
Default value:	0
Possible values:	0: Decimal degrees 1: Degrees/minutes/seconds 2: Gradians 3: Radians 4: Surveyor's units

4.35 AUPREC system variable

4.35.1 Angular unit precision

Specifies the number of decimal places for angular units.

Type:	Short
Saved in:	Drawing
Default value:	0
Possible values:	0: 0 1: 0.0 2: 0.00 3: 0.000 4: 0.0000 5: 0.00000 6: 0.000000 7: 0.0000000 8: 0.00000000

4.36 AUTOADOPTSIZES system variable

4.36.1 Auto adopt sizes

When On, the wall width and height, and the slab thickness is copied from the highlighted existing geometry, when using BIMQUICKDRAW.

BricsCAD only

Type:	Boolean
Saved in:	Drawing

Default value:	On
Possible values:	Off (0): The wall width and height, and the slab thickness is not copied. On (1): The wall width and height, and the slab thickness is copied.

4.37 AUTOCOMPLETEDELAY system variable

4.37.1 Auto complete delay

Specifies the amount of time that elapses before automated keyboard features display at the Command prompt.

Type:	Real
Saved in:	Registry
Default value:	0.3

4.38 AUTOCOMPLETEMODE system variable

4.38.1 Auto complete mode

Specifies what types of automated keyboard features are available at the Command prompt. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	0 to 63
Default value:	47
Possible options:	1: Enable 2: Auto-Append 4: Suggestion List 8: Display Icons (unsupported) 16: Exclude the display of system variables 32: Display preference variables

4.39 AUTOMENULOAD system variable

4.39.1 Auto menu load

When you open a drawing, determines whether the default menu or a menu file associated with a drawing is loaded.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Not automatic menu loading On (1): Automatic menu loading

4.40 AUTORESETSCALES system variable

4.40.1 Purge unused scales

Unneeded annotation scales are deleted automatically when drawing contains a large number of annotation scales. Storing a large number of annotation scales decreases performance. Scales are purged when drawing is being loaded.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	0
Possible values:	0: Ask in dialog box 1: Always purge unneeded scales 2: Don't purge scales and don't show dialog box when drawing contains a large number of scales

4.41 AUTOSAVECHECKSONLYFIRSTBITDBMOD system variable

4.41.1 Ignore all but first bit of DBMOD for autosave

The first bit(1) of DBMOD means that the object database is modified. If this user preference is switched on, no autosave file will be created for files that are viewed only (DBMOD changes as soon as you pan and zoom).

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Autosave file for files that are viewed only On (1): No autosave file for files that are viewed only

4.42 AUTOSNAP system variable

4.42.1 AutoSnap

Toggles polar and entity snap tracking and controls the display of snap marker, tooltips and magnet. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	0 to 127
Default value:	127
Possible options:	0: All off 1: AutoSnap marker 2: AutoSnap tooltips 4: AutoSnap magnet 8: Polar tracking 16: Entity snap tracking 32: Tooltips for polar tracking and entity snap tracking 64: Tracking line from LASTPOINT

4.43 AUTOTRACKINGVECCOLOR system variable

4.43.1 Auto tracking vector color

Specifies the color of the polar/snap tracking vector.

Type:	Short
Saved in:	Preference

Range:	1 to 255
Default value:	171

4.44 AUTOVPFITTING system variable

4.44.1 Automatically fit viewport borders

Specifies if viewport borders automatically fit when updating the viewport.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don’t fit viewports’ borders automatically On (1): Fit viewports' borders automatically

4.45 AXISMODE system variable

4.45.1 Axis mode

Legacy storage holder for the AXIS command located in AutoCAD prior to R12.

Type:	Boolean
Saved in:	Not saved
Default value:	Off

4.46 AXISUNIT system variable

4.46.1 Axis unit

Legacy storage holder for the AXIS command located in AutoCAD prior to R12.

Type:	2D point
Saved in:	Not saved
Default value:	0,0

5. B

5.1 BACKGROUNDPLOT system variable

5.1.1 Background plotting

Specifies whether background plotting is enabled for plotting and/or publishing. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	2
Possible options:	0: None 1: When plotting (Not supported) 2: When publishing

5.2 BACKZ system variable

5.2.1 Back clipping plane offset

Specifies the current viewport's back clipping plane offset from the target plane, expressed in drawing units. Clipping planes are used in the CLIPPING option of the DVIEW command.

Type:	Real
Saved in:	Drawing
Default value:	0.0

5.3 BASEFILE system variable

5.3.1 Template

Specifies the path and name of the default template file to use when creating a new drawing. If empty, built-in defaults will be used.

BricsCAD only

Type:	String

Saved in:	Registry

5.4 BCFSOURCEURL system variable

5.4.1 BCF source URL

Web address of the default external BIM collaboration service, launched from the BIM BCF panel.

BricsCAD only

Type:	String
Saved in:	Registry

5.5 BIMACTIVATEPYTHON system variable

5.5.1 Activate Python

Enables embedded Python for BriqPy.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't enable embedded Python On (1): Enable embedded Python

5.6 BIMOSMODE system variable

5.6.1 BIM snap mode

Overrules entity snap modes for BIM entities using bitcodes.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 3

Default value:	3
Possible values:	0: Entity snap modes are not overruled for BIM entities 1: Axis of linear solid 2: Axis of BIM grid

5.7 BIMPROFILESTANDARDS system variable

5.7.1 Profile's standards

Specifies which profile standards will be used in the Profiles dialog box and panel. You can add multiple standards using the semicolon **;** as a separator.

BricsCAD only

Type:	String
Saved in:	Registry

5.8 BINDTYPE system variable

5.8.1 Xref bind type

Specifies the handling of xref names when binding xrefs or when xrefs are edited in-place. If the BINDTYPE variable = 1 (Insert-like behavior), Xrefs will be converted into blocks. If BINDTYPE = 0 (traditional binding behavior), it binds the xref and makes the xref part of the drawing.

Type:	Boolean
Saved in:	Not saved
Default value:	0
Possible values:	Off (0): Traditional binding behavior On (1): Insert-like behavior

5.9 BKGCOLOR system variable

5.9.1 Background color

Specifies the background color of the drawing window when working in model space.

BricsCAD only

Type:	String

Saved in:	Registry
Default value:	RGB:24,25,28

5.10 BKGCOLORPS system variable

5.10.1 Paper space background color

Set the background color of the drawing window when working in paper space.

BricsCAD only

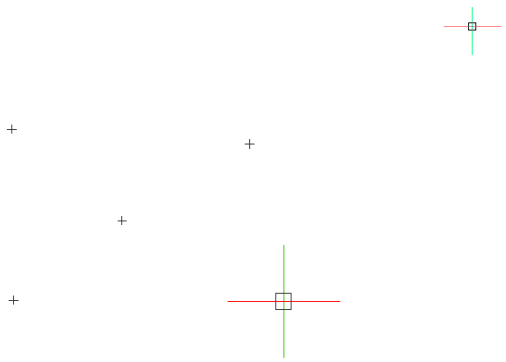
Type:	String
Saved in:	Registry
Default value:	RGB:250,250,250

5.11 BLIPMODE system variable

5.11.1 Blip mode

Toggles the display of blips that are made as you pick points in the drawing.

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Don’t display marker blips On (1): Display marker blips



5.12 BLOCKEDITLOCK system variable

5.12.1 Block editor lock

Disables opening of the Block Editor and editing of dynamic block definitions.

Type:	Boolean
Saved in:	Registry
Default value:	Off

5.13 BLOCKEDITOR system variable

5.13.1 Block editor

Shows whether the Block Editor is open or not.

Read-only

Type:	Boolean
Saved in:	Not saved

5.14 BLOCKIFYMODE system variable

5.14.1 Blockify settings

Specifies the behavior of the BLOCKIFY and PARAMETRICBLOCKIFY commands. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 63
Default value:	16

Possible options:	1: Use entire drawing as search space 2: Use default block insertion point 4: Use default block name 8: Replace patterns by arrays (BLOCKIFY only) 16: Use block references as array base elements (BLOCKIFY only) 32: Compare geometry only

5.15 BLOCKIFYTOLERANCE system variable

5.15.1 Blockify tolerance

Specifies a relative tolerance used in the BLOCKIFY and PARAMETRICBLOCKIFY commands for determining whether two entities are equal. An example of a relative tolerance is the maximum ratio of the difference between two line lengths to the length of one line. A negative value means the algorithm will determine the optimal tolerance itself (0.000001 for 2D and 0.0003 for 3D entities). This option is highly recommended.

BricsCAD only

Type:	Real
Saved in:	Registry
Default value:	-1.0

5.16 BLOCKSPATH system variable

5.16.1 Blocks path

Specifies an additional folder in the file dialog for the INSERT command.

BricsCAD only

Type:	String Standard
Saved in:	Preference

5.17 BMAUTOUPDATE system variable

5.17.1 Update external components

Specifies when external assembly components are reloaded to reflect the changes in their definition files.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	1
Possible values:	0: Only when BMUPDATE command is issued 1: Automatically on opening the file

5.18 BMFORMTEMPLATEPATH system variable

5.18.1 BMFORM template path

Specifies the path and name of the default BMFORM Template file.

BricsCAD only

Type:	String
Saved in:	Preference

5.19 BMUPDATEMODE system variable

5.19.1 Assembly components updating mode

Specifies if external assembly components are reloaded only in case they are modified (faster) or unconditionally (slower, but repairs assembly structure).

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	0
Possible values:	0: Update only modified components 1: Update all components

5.20 BOUNDARYCOLOR system variable

5.20.1 Detected Boundary Color

Specifies which color to be used for highlighting detected boundaries.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 255
Default value:	95

5.21 BSYSLIBCOPYOVERWRITE system variable

5.21.1 Bsyslib copy overwrite

What to do when copying a material or composition with a name that already exists in the target database.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	0
Possible values:	0: Prompt 1: Skip 2: Overwrite 3: Rename

5.22 BVMODE system variable

5.22.1 Block Visibility Mode

Specifies how hidden entities of the current visibility state are displayed in the Block Editor.

Read-only

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Default value:	0

Possible values:	0: Hidden entities are invisible 1: Hidden entities are visible but dimmed

6. C

6.1 CACHELAYOUT system variable

6.1.1 Cache layout

Specifies whether layouts are cached, resulting in faster switching from one layout to another.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't cache layout On (1): Cache layout

6.2 CAMERADISPLAY system variable

6.2.1 Camera display

Specifies the display of camera glyphs.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don't display camera glyphs On (1): Display camera glyphs

6.3 CAMERAHEIGHT system variable

6.3.1 Camera height

Specifies the default height, in drawing units, for new camera entities.

Type:	Real
Saved in:	Drawing
Default value:	0.0

6.4 CANNOSCALE system variable

6.4.1 Annotation scale name

Specifies the name of the current annotation scale for the current space.

Type:	String
Saved in:	Drawing
Default value:	1:1

6.5 CANNOSCALEVALUE system variable

6.5.1 Annotation scale value

Displays the value of the current annotation scale.

Read-only

Type:	Real
Saved in:	Drawing
Default value:	1.0

6.6 CDATE system variable

6.6.1 Calendar date

Shows the current date and time in decimal format.

Read-only

Type:	Real
Saved in:	Not saved

6.7 CECOLOR system variable

6.7.1 Entity color

Specifies the color for new entities.

Type:	String

Saved in:	Drawing
Default value:	ByLayer

6.8 CELTSCALE system variable

6.8.1 Entity linetype scale

Specifies the current entity linetype scaling factor.

Type:	Real
Saved in:	Drawing
Range:	Greater than 0
Default value:	1.0

6.9 CELTYPE system variable

6.9.1 Entity linetype

Specifies the linetype for new entities.

Type:	String
Saved in:	Drawing
Default value:	ByLayer

6.10 CELWEIGHT system variable

6.10.1 Entity lineweight

Specifies the lineweight of new entities (in hundredths of millimeters).

Type:	Short
Saved in:	Drawing
Range:	-3 to 211
Default value:	-1

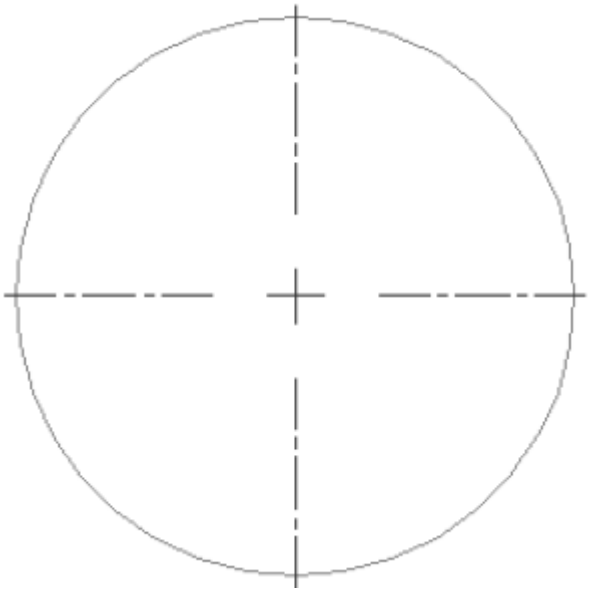
Possible values:	-3: Default (defined by LWDEFAULT) -2: ByBlock -1: ByLayer 0 - 211: Lineweight value in hundredths of millimeters

6.11 CENTERCROSSGAP system variable

6.11.1 Center mark cross gap

Specifies the gap between the center mark and its centerlines.

Type:	String
Saved in:	Drawing
Default value:	0.05x



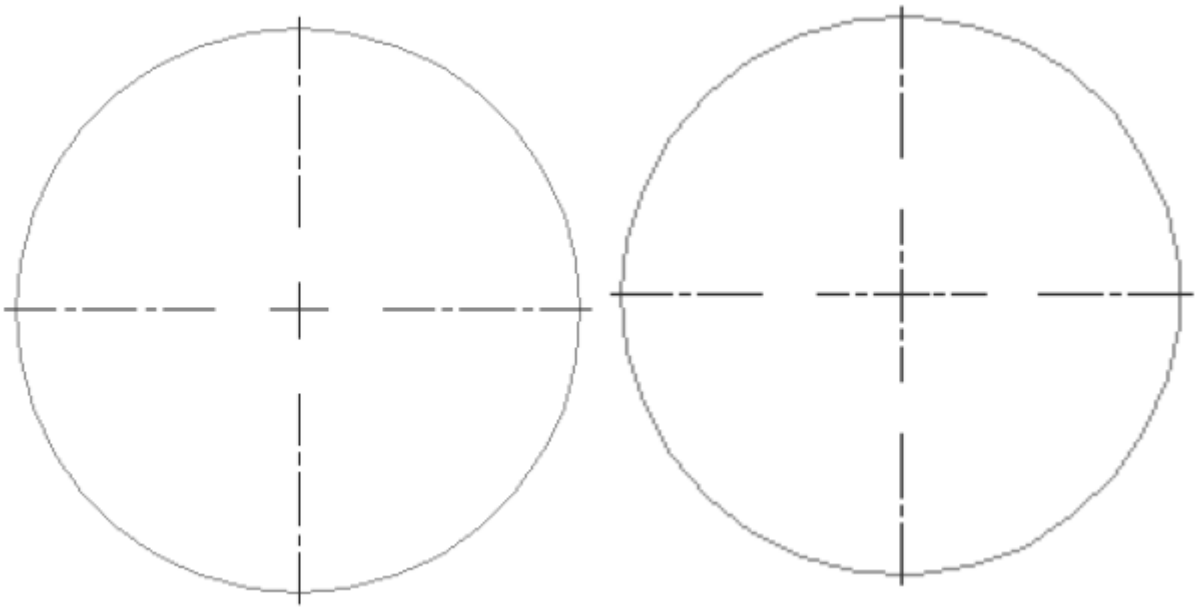
6.12 CENTERCROSSSIZE system variable

6.12.1 Center mark cross size

Specifies the size of the associative center mark.

Type:	String
Saved in:	Drawing

Default value:	0.1x

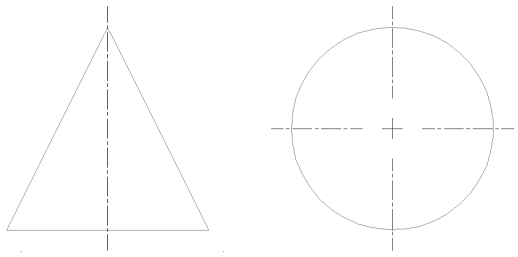


6.13 CENTEREXE system variable

6.13.1 Centerline extensions length

Specifies the length of the centerline extensions. The value is expressed in drawing units.

Type:	Real
Saved in:	Drawing
Default value:	0.12



6.14 CENTERLAYER system variable

6.14.1 Default layer for center mark or centerline

Specifies a default layer for new center mark or centerline.

Type:	String
Saved in:	Drawing
Default value:	.

6.15 CENTERLTSCALE system variable

6.15.1 Linetype scale for center mark or centerline

Specifies the linetype scale used by center marks and centerlines.

Type:	Real
Saved in:	Drawing
Default value:	1.0

6.16 CENTERLTYPE system variable

6.16.1 Linetype for center mark or centerline

Specifies the linetype used by center marks and centerlines.

Type:	String
Saved in:	Drawing
Default value:	CENTER2

6.17 CENTERLTYPEFILE system variable

6.17.1 Linetype file for center mark or centerline

Specifies the linetype file used to create center marks and centerlines. Default in imperial unit drawings: default.lin. Default in metric unit drawings: iso.lin.

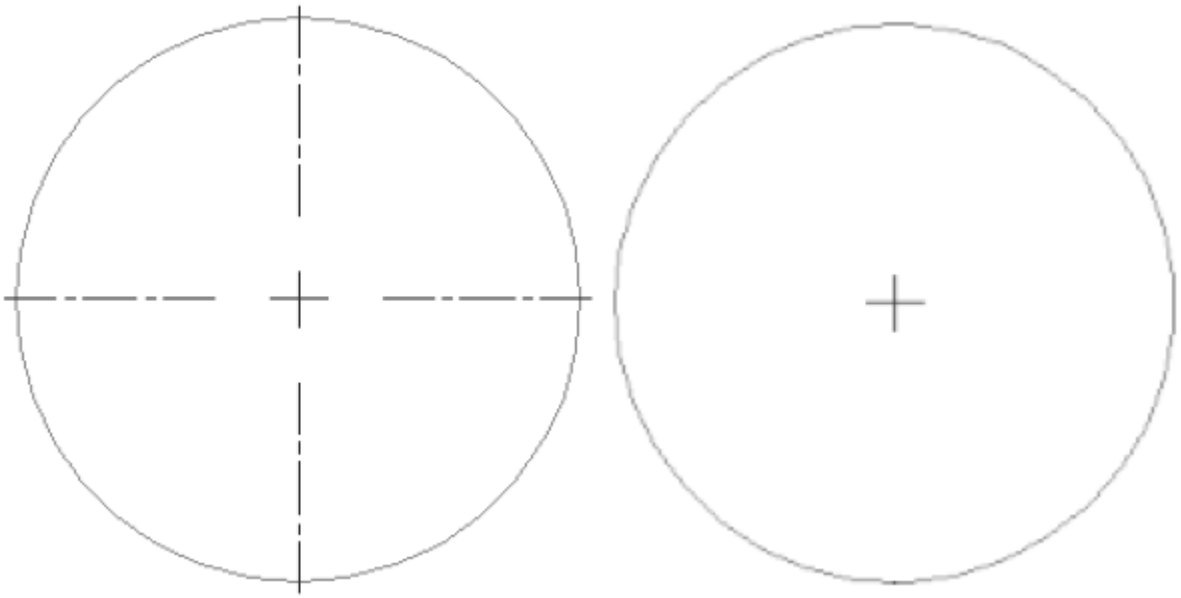
Type:	String

Saved in:	Drawing

6.18 CENTERMARKEXE system variable

6.18.1 Automatic extension for center mark or centerline

Specifies whether centerlines extend automatically from new center marks.



Type:	Boolean
Saved in:	Drawing
Default value:	On
Possible values:	Off (0): No automatic extension On (1): Automatic extension

6.19 CETRANSPARENCY system variable

6.19.1 Transparency for new entities

Specifies the transparency level for new entities.

Type:	String
Saved in:	Drawing

Default value:	ByLayer
Possible values:	ByLayer: Apply the layer's transparency ByBlock: Apply the block's transparency 0: Apply no transparency (fully opaque) 1-90: Apply transparency percentage from least (1) to most (90) transparent

6.20 CHAMFERA system variable

6.20.1 Chamfer first distance

Specifies the first chamfer distance when the chamfer input mode requires two distances (CHAMMODE is Distance-Distance).

Type:	Real
Saved in:	Drawing
Default value:	0.0

6.21 CHAMFERB system variable

6.21.1 Chamfer second distance

Specifies the second chamfer distance when the chamfer input mode requires two distances (CHAMMODE is Distance-Distance).

Type:	Real
Saved in:	Drawing
Default value:	0.0

6.22 CHAMFERC system variable

6.22.1 Chamfer length

Specifies the chamfer length when the chamfer input mode requires a length and an angle (CHAMMODE is Length-Angle).

Type:	Real

Saved in:	Drawing
Default value:	0.0

6.23 CHAMFERD system variable

6.23.1 Chamfer angle

Specifies the chamfer angle when the chamfer input mode requires a length and an angle (CHAMMODE is Length-Angle).

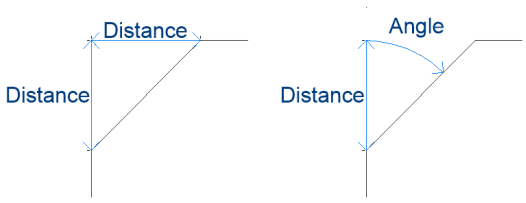
Type:	Real
Saved in:	Drawing
Default value:	0.0

6.24 CHAMMODE system variable

6.24.1 Chamfer mode

Specifies the input method by which chamfers are created: Distance-Distance or Length-Angle.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	0: Distance-Distance 1: Length-Angle



6.25 CHECKDWLPRESENCE system variable

6.25.1 Check Dwl file existence before open

When trying to open a drawing, warn the user about the presence of a dwl lock file. The content of the lock files allows to inform other users trying to open that drawing, that it is in use, since when, and by whom. This is typically useful for drawings on a shared folder that can be accessed by multiple users from different operating systems.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off (Windows) On (Mac & Linux)
Possible values:	Off (0): Don't check dwl file existence before opening a drawing On (1): Check dwl file existence before opening a drawing

6.26 CIRCLERAD system variable

6.26.1 Circle radius

Specifies the default circle radius. If set to zero, there is no default.

Type:	Real
Saved in:	Not saved
Default value:	0.0

6.27 CLAYER system variable

6.27.1 Current layer

Specifies the layer for new entities.

Type:	String
Saved in:	Drawing
Default value:	0

6.28 CLEANSCREENOPTIONS system variable

6.28.1 Clean screen options

Specifies which UI elements are hidden by the CLEANSCREENON command. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 127
Default value:	15
Possible options:	1: Hide document tabs 2: Hide dockable panels 4: Hide toolbars 8: Hide ribbon 16: Hide Command line panel 32: Hide status bar 64: Hide menu bar

6.29 CLEANSCREENSTATE system variable

6.29.1 Clean screen state

Specifies whether clean screen state is active or not. Clean screen state is controlled by the CLEANSCREENON and CLEANSCREENOFF commands. Activating the clean screen state makes the drawing area larger by hiding elements of the user interface.

Read-only

Type:	Boolean
Saved in:	Not saved
Default value:	Off

6.30 CLIPBOARDFORMAT system variable

6.30.1 Clipboard DWG format

Specifies the drawing format version used for copying to the clipboard.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	4
Possible values:	1: DWG 2018 4: DWG 2013 7: DWG 2010 10: DWG 2007 13: DWG 2004 16: DWG 2000 19: DWG R14 22: DWG R13 25: DWG R11/R12

6.31 CLIPBOARDFORMATS system variable

6.31.1 Clipboard Formats

Types of data that are supported when copying to the clipboard. Flags can be unchecked to improve performance. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 127
Default value:	127
Possible options:	1: Bitmap 2: Metafile Picture Format 4: Enhanced Metafile 8: AutoCAD.r14 16: BricsCAD 32: OLE Embed Source and Object Descriptor 64: CVS and XMLSS table data

6.32 CLIPROMPTLINES system variable

6.32.1 Prompt Lines

If the Command panel is not visible, the last few Command line entries are shortly displayed at the bottom of the main graphics window each time a command is entered. CLIPROMPTLINES specifies the number of lines to display. (set to zero to disable the feature).

Type:	Short
Saved in:	Registry
Range:	0 to 64
Default value:	4

6.33 CLISTATE system variable

6.33.1 Command line state

Specifies whether the Command line is visible or not.

Read-only

Type:	Boolean
Saved in:	Not saved
Default value:	1
Possible values:	Off (0): Command line is invisible On (1): Command line is visible

6.34 CLOSECHECKSONLYFIRSTBITDBMOD system variable

6.34.1 Ignore all but first bit of DBMOD for close

The first bit(1) of DBMOD means that the object database is modified. If this user preference is switched on, you can view a file, then close it without getting a request to save the file.

BricsCAD only

Type:	Boolean
Saved in:	Preference

Default value:	Off
Possible values:	Off (0): Don't close drawing without getting a request to save the file. On (1): Close drawing without getting a request to save the file.

6.35 CLOUDDOWNLOADPATH system variable

6.35.1 Cloud download path

Specifies the folder where files downloaded through the Bricsys 24/7 Panel are saved.

BricsCAD only

Type:	String Standard
Saved in:	Registry
Default value:	{User}Documents/Bricsys247

6.36 CLOUDLOG system variable

6.36.1 Cloud log

Specifies whether Bricsys 24/7 transactions are being logged or not. If set to 2 ("Log file") the log file will be written in the folder specified by the LOGFILEPATH variable.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	0
Possible values:	0: No log 1: Log messages 2: Log file

6.37 CLOUDLOGVERBOSE system variable

6.37.1 Cloud log verbose

If switched on, more information is being logged but therefore Bricsys 24/7 actions will be slower.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Verbose log off On (1): Verbose log on

6.38 CLOUDONMODIFIED system variable

6.38.1 Cloud on modified

Specifies what to do when a file opened from Bricsys 24/7, is modified and saved locally.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	1
Possible values:	0: Do nothing 1: Prompt 2: Always upload to new revision 3: Always save locally under new name

6.39 CLOUDSERVER system variable

6.39.1 Cloud server

Specifies the address of the Bricsys 24/7 server. Examples: https://my.bricsys247.com/, https://apac.bricsys247.com/

BricsCAD only

Type:	String
Saved in:	Registry

6.40 CLOUDTEMPFOLDER system variable

6.40.1 Cloud temporary folder

Specifies the folder where temporary files from Bricsys 24/7 are downloaded.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	{User}AppData/Local/Temp/Bricsys_24_7

6.41 CLOUDUPLOADDEPENDENCIES system variable

6.41.1 Cloud upload dependencies

Specifies what to do with dependencies (such as external references or images) when a drawing is uploaded to Bricsys 24/7.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	1
Possible values:	0: Upload drawing only (ignore dependencies) 1: Use eTransmit dialog if the drawing contains external references 2: Always use eTransmit dialog

6.42 CMATERIAL system variable

6.42.1 Current material

Specifies the render material for new entities.

Type:	String
Saved in:	Drawing
Default value:	ByLayer

6.43 CMDACTIVE system variable

6.43.1 Active command

Stores the type of the current command: ordinary command, transparent command, script, dialog box, DDE, lisp or ObjectARX command. The value is stored as a bitcode using the sum of the values of all selected options.

Read-only

Type:	Short
Saved in:	Not saved
Default value:	1
Possible options:	1: Ordinary command is active 2: Ordinary command and a transparent command are active 4: Script is active 8: Dialog box is active 16: DDE is active 32: lisp is active (only visible to an ObjectARX-defined command) 64: ObjectARX command is active

6.44 CMDDIA system variable

6.44.1 Command dialogs

Specifies whether dialog boxes are turned on for commands.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don’t use dialog box for commands On (1): Use dialog box for commands

6.45 CMDECHO system variable

6.45.1 Command echo

Toggles the display of prompts and input during the lisp 'command' function.

Type:	Boolean
Saved in:	Not saved
Default value:	On
Possible values:	Off (0): Echoing off On (1): Echoing on

6.46 CMDLINEEDITBGCOLOR system variable

6.46.1 Command line edit background color

Specifies the background color of the Command line's edit field. Color may be represented as a name (for standard colors) or as RGB values. At the Command line, color may be entered as a name (for standard colors), RGB values, or HTML color.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	50 54 56 (Settings dialog) #323638 (Command line)

6.47 CMDLINEEDITFGCOLOR system variable

6.47.1 Command line edit foreground color

Specifies the foreground color (RGB) of the Command line's edit field. Color may be represented as a name (for standard colors) or as RGB values. At the Command line, color may be entered as a name (for standard colors), RGB values, or HTML color.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	White (Settings dialog) #FFFFFF (Command line)

6.48 CMDLINEFADINGLOGBGCOLOR system variable

6.48.1 Command line fading log background color

Specifies the background color (RGB) of the Command line's fading log. Color may be represented as a name (for standard colors) or as RGB values. At the Command line, color may be entered as a name (for standard colors), RGB values, or HTML color.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	50 54 56 (Settings dialog) #323638 (Command line)

6.49 CMDLINEFADINGLOGFADEDELAY system variable

6.49.1 Command line fading log fade delay

Specifies the amount of time (in seconds) that elapses before Command line's fading log starts to fade.

BricsCAD only

Type:	Real
Saved in:	Preference
Range:	0.0 to 10.0
Default value:	2.0

6.50 CMDLINEFADINGLOGFGCOLOR system variable

6.50.1 Command line fading log foreground color

Specifies the foreground color of the Command line's fading log.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	White

6.51 CMDLINEFADINGLOGTRANSPARENCY system variable

6.51.1 Command line fading log transparency

Specifies the transparency of the Command line's fading log. A value of 0 sets the log to be fully opaque, and a value of 100 sets the log to be fully transparent.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 100
Default value:	30

6.52 CMDLINEFONTNAME system variable

6.52.1 Command line font name

Specifies the font to use in the Command line.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	Consolas
Possible values:	

6.53 CMDLINEFONTSIZE system variable

6.53.1 Command line font size

Specifies a font size for the Command line.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	10

6.54 CMDLINEFRAMEACTIVETRANSPARENCY system variable

6.54.1 Command line frame transparency when active (Windows)

Specifies the transparency of the Command line frame when active. A value of 0 sets the frame to be fully opaque, and a value of 100 sets the frame to be fully transparent.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 100
Default value:	10

6.55 CMDLINEFRAMEINACTIVETRANSPARENCY system variable

6.55.1 Command line frame transparency when inactive (Windows)

Specifies the transparency of the Command line frame when inactive. A value of 0 sets the frame to be fully opaque, and a value of 100 sets the frame to be fully transparent.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 100
Default value:	30

6.56 CMDLINELISTBGCOLOR system variable

6.56.1 Command line list background color

Specifies the background color of the Command line's history list.

BricsCAD only

Type:	String
Saved in:	Preference

Default value:	RGB:130,130,130

6.57 CMDLINELISTFGCOLOR system variable

6.57.1 Command line list foreground color

Specifies the foreground color of the Command line's history list.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	White

6.58 CMDLINEOPTIONBGCOLOR system variable

6.58.1 Command line option background color

Specifies the background color of the Command line's options.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	RGB:121,132,142

6.59 CMDLINEOPTIONSHORTCUTCOLOR system variable

6.59.1 Command line option shortcut color

Specifies the color of the Command line's option shortcut.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	RGB:255,187,0

6.60 CMDLINEUSENEWFRAME system variable

6.60.1 Command line use new floating frame (Windows)

Specifies whether the new mini-frame is used when the Command line is floating.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't use new mini-frame On (1): Use new mini-frame

6.61 CMDLNTEXT system variable

6.61.1 Prompt prefix

Specifies the prompt prefix shown in the Command line.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	:

6.62 CMDNAMES system variable

6.62.1 Active Command Name

Shows the names of the active and transparent commands.

Read-only

Type:	String
Saved in:	Not saved

6.63 CMLEADERSTYLE system variable

6.63.1 Multileader style

Specifies the multileader style for new multileader entities.

Type:	String
Saved in:	Drawing
Default value:	Standard

6.64 CMLJUST system variable

6.64.1 Multiline justification

Specifies the justification when creating multilines relative to the point you pick.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible values:	0: Top 1: Zero 2: Bottom

6.65 CMLSCALE system variable

6.65.1 Multiline scale

Specifies the overall width scale factor for multilines. A negative scale factor mirrors the offset lines.

Type:	Real
Saved in:	Drawing
Default value:	1.0

6.66 CMLSTYLE system variable

6.66.1 Multiline style

Specifies the multiline style for new multiline entities.

Type:	String
Saved in:	Drawing
Default value:	Standard

6.67 CMPCLRMISS system variable

6.67.1 Color for displaying of missing entities in DWGCOMPARE mode

Specifies the color for displaying of missing entities in DWGCOMPARE mode.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	1

6.68 CMPCLRMOD1 system variable

6.68.1 Color for displaying of modified entities in this drawing in DWGCOMPARE mode

Specifies the color for displaying of modified entities in this drawing in DWGCOMPARE mode.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	253

6.69 CMPCLRMOD2 system variable

6.69.1 Color for displaying of modified entities in the second drawing in DWGCOMPARE mode

Specifies the color for displaying of modified entities in the second drawing in DWGCOMPARE mode.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	2

6.70 CMPCLRNEW system variable

6.70.1 Color for displaying of new entities in DWGCOMPARE mode

Specifies the color for displaying of new entities in DWGCOMPARE mode.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	3

6.71 CMPDIFFLIMIT system variable

6.71.1 Maximal number of entities in the output of DWGCOMPARE command

Specifies the limit for entities comparison in DWGCOMPARE command.

BricsCAD only

Type:	Long
Saved in:	Registry
Range:	1 to 10000000

Default value:	10000000

6.72 CMPFADECTL system variable

6.72.1 DWGCOMPARE fade control

Specifies the fading level for unmodified entities.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 90
Default value:	80

6.73 CMPLOG system variable

6.73.1 DWGCOMPARE log control

Toggles the creation of DWGCOMPARE log report (cmplog) files by the DWGCOMPARE command.

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Don't write cmplog files On (1): write cmplog files

6.74 COLORBOOKPATH system variable

6.74.1 Color book file search path

Specifies the folder(s) in which BricsCAD should look for color book files.

BricsCAD only

Type:	String
Saved in:	Registry

6.75 COLORTHEME system variable

6.75.1 UI color theme

Choose a dark or light color scheme for UI elements.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	0: Dark color theme 1: Light color theme

6.76 COLORX system variable

6.76.1 X axis color

Specifies the color for the X-axis of the crosshairs. Values between 1 and 255 are accepted.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	11

6.77 COLORY system variable

6.77.1 Y axis color

Specifies the color for the Y-axis of the crosshairs. Values between 1 and 255 are accepted.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255

Default value:	112

6.78 COLORZ system variable

6.78.1 Z axis color

Specifies the color for the Z-axis of the crosshairs.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	150

6.79 COMACADCOMPATIBILITY system variable

6.79.1 COM Acad compatibility

Use registry settings to make existing VB applications run with BricsCAD.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don't use registry settings On (1): Use registry settings

6.80 COMBINETEXTMODE system variable

6.80.1 Options for COMBINETEXTMODE

Controls an order of text selection, word-wrap method and linespacing style for TXT2MTXT command.

BricsCAD only

Type:	Short

Saved in:	Registry
Range:	0 to 15
Default value:	11
Possible options:	1: Combine into a single mtext 2: Sort top-down 4: Word-wrap text 8: Uniform linespacing

6.81 COMMUNICATORPATH system variable

6.81.1 Communicator path

Specifies the folder where BricsCAD Communicator is installed.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	/Applications/Bricsys/Communicator/ (Mac) /opt/bricsys/communicator/ (Linux)

6.82 COMPASS system variable

6.82.1 Compass

Toggles the display of the 3D compass On/Off in the current viewport.

Type:	Boolean
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): 3D Compass off On (1): 3D Compass on

6.83 COMPONENTSCONFIG system variable

6.83.1 Library panel configuration

Name of the active Library panel configuration file. This file contains which libraries are shown in the components panel. SRCHPATH is used for finding the file.

BricsCAD only

Type:	String
Saved in:	Workspace
Default value:	default.cct

6.84 COMPONENTSPATH system variable

6.84.1 Library directory path

Specifies the folder(s) in which BricsCAD should look for user created library files.

BricsCAD only

Type:	String
Saved in:	Registry

6.85 CONSTRAINTBARDISPLAY system variable

6.85.1 Constraint Bar Display

Specifies when the constraint bar will be displayed.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	3
Possible values:	1: Displays constraint bars when geometrical constraints are added. 2: Displays hidden constraint bars when constrained entities are selected.

6.86 CONTINUOUSMOTION system variable

6.86.1 Continuous motion

Specifies whether rotation continues after releasing the mouse when using the Realtime View Rotate command.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Disable continuous inertial motion in realtime On (1): Enable continuous inertial motion in realtime

6.87 COORDS system variable

6.87.1 Coordinates

Specifies the format and update frequency of the coordinate field in the status bar.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	1
Possible values:	0: Update coordinates only when selecting points 1: Coordinates always show pointer location 2: Coordinates in polar form for point, distance and angle selection 3: Coordinates in geographic form as latitude and longitude

6.88 COPYMODE system variable

6.88.1 Copy mode

Specifies whether the COPY command creates a single copy or multiple copies.

Type:	Short

Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	0: Repeat automatically 1: Create single copy

6.89 CPLOTSTYLE system variable

6.89.1 Current plot style

Specifies the plot style for new entities. In color-dependent mode drawings (PSTYLEMODE = 1), CPLOTSTYLE is set to "BYCOLOR" (Read-only). In named-plot-style mode drawings (PSTYLEMODE = 0), the options for CPLOTSTYLE are: "BYLAYER" (default), "BYBLOCK", "NORMAL" and "USER DEFINED". Use the CONVERTPSTYLES command to convert the current drawing to use named or color-dependent plot styles.

Type:	String
Saved in:	Drawing

6.90 CPROFILE system variable

6.90.1 Current profile

The name of the current user profile.

Read-only

Type:	String
Saved in:	Registry
Default value:	Default

6.91 CREATETHUMBNAILONTHEFLY system variable

6.91.1 Create preview thumbnail on the fly

Generates the preview thumbnail in the Open Dialog, if the drawing doesn't have prepared thumbnail (drawing was saved with RASTERPREVIEW set to 0).

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't create preview thumbnail on the fly On (1): Create preview thumbnail on the fly

6.92 CREATEVIEWPORTS system variable

6.92.1 Automatic viewport creation

Specifies whether a viewport will be created automatically for newly created layouts.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't create viewport for new layouts On (1): Create viewport for new layouts

6.93 CROSSHAIRDRAWMODE system variable

6.93.1 Crosshair rendering mode

Specifies the way the mouse cursor is rendered while inside the drawing window (crosshair, pickbox, etc.). If the value of CROSSHAIRDRAWMODE is 0, the crosshair is always rendered at window toolkit level. The sub-items enable a rendered cursor depending on visual style.

- In 2dwireframe, render the crosshair in OpengGL. Attempts to eliminate cursor duplicates or flickering, which may happen using the window toolkit.
- In RedSDK visual styles, render the crosshair by RedSDK. Rendering the cursor by RedSDK tends to be faster, but some old systems might not support it.

BricsCAD only

Type:	Short
Saved in:	Registry

Range:	0 to 3
Default value:	0 (Mac & Linux) 2 (Windows)
Possible values:	0: Always render crosshair at window toolkit level 1: Render crosshair in OpenGL, for 2d drawings 2: Render crosshair by RedSDK, for 3d drawings

6.94 CROSSINGAREACOLOR system variable

6.94.1 Crossing area color

Specifies the color for crossing selection areas. In effect only when SELECTIONAREA setting is on.

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	91

6.95 CTAB system variable

6.95.1 Current tab

Stores the name of the current (model or layout) tab in the drawing. Allows to control which tab is active.

Type:	String
Saved in:	Drawing
Default value:	Model

6.96 CTABLESTYLE system variable

6.96.1 Current table style

Specifies the table style for new table entities.

Type:	String

Saved in:	Drawing
Default value:	Standard

6.97 CTRL3DMOUSE system variable

6.97.1 3D mouse mode

Specifies view navigation with 3Dconnexion 3D mouse.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Disable 3D mouse 1: Enable 3D mouse

6.98 CTRLMOUSE system variable

6.98.1 Mouse shortcuts

Toggles mouse shortcuts for several operations:

- Ctrl + Shift + Left button for realtime zoom.
- Ctrl + Shift + Right button for realtime pan.
- Ctrl + middle button for view rotation.
- Ctrl + right button for view rotation with fixed Z-axis.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1

Possible values:	0: Disable mouse shortcuts 1: Enable mouse shortcuts

6.99 CURSORSIZE system variable

6.99.1 Crosshairs size

Specifies the crosshairs size as a percentage of the size of the screen.

Type:	Short
Saved in:	Registry
Range:	1 to 100
Default value:	3

6.100 CVPORT system variable

6.100.1 Current viewport

Stores the identification number of the current viewport. Change this value to change the current viewport on three conditions: (1) the identification number is that of an active viewport, (2) cursor movement in that viewport is not locked by a command in progress and (3) tablet mode is off.

Type:	Short
Saved in:	Drawing
Range:	1 or greater
Default value:	2

7. D

7.1 DATACOLLECTION system variable

7.1.1 Diagnostics and usage data collection

Specifies whether you wish to share anonymous usage data to help to improve BricsCAD.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	-2 to 1
Default value:	-2
Possible values:	-2: Not asked -1: Not set 0: Off 1: On

7.2 DATALINKNOTIFY system variable

7.2.1 Notification of data links

Specifies the notification for updated or missing data links. Enables or disables data link notifications and balloon message notifications.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: Disables data link update notification. 1: Enables data link notification. 2: Enables data link notification and balloon message notifications.

7.3 DATE system variable

7.3.1 Current date

Shows the current date and time in Julian Day format.

Read-only

Type:	Real
Saved in:	Not saved

7.4 DBCSTATE system variable

7.4.1 DbConnect state

Shows whether the dbConnect Manager is active or not.

Read-only

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don't display dbConnect Manager On (1): Display dbConnect Manager

7.5 DBLCLKEDIT system variable

7.5.1 Double click editing

Specifies the double click editing behavior in the drawing area.

Type:	Boolean
Saved in:	Registry
Range:	On
Possible values:	Off (0): Disable double click editing On (1): Enable double click editing

7.6 DBMOD system variable

7.6.1 Modification status

Shows the status of the drawing modification as a bit-code.

Read-only

Type:	Short
Saved in:	Not saved
Possible values:	1: Object database modified 4: Database variable modified 8: Window modified 16: View modified 32: Field modified

7.7 DCTCUST system variable

7.7.1 Custom spelling dictionary

Stores the path and file name of the current custom spelling dictionary. During a spelling check, the SPELL command matches the words in the drawing or the current selection set to the words in the current main dictionary and the current custom dictionary. Custom dictionaries are used for discipline-specific words, such as medical or mechanical.

Type:	String
Saved in:	Registry

7.8 DCTMAIN system variable

7.8.1 Main spelling dictionary

Stores the file name of the current main spelling dictionary, which is supposed to sit in the support folder, therefore the full path is not shown. During a spelling check, the SPELL command matches the words in the drawing or the current selection set to the words in the current main dictionary and the current custom dictionary.

Type:	String
Saved in:	Registry

7.9 DEFAULTBSYSLIBIMPERIAL system variable

7.9.1 Default Bsyslib imperial

Default location of the Bsyslib library database when MEASUREMENT is 0 (imperial).

BricsCAD only

Type:	String
Saved in:	Preference

7.10 DEFAULTBSYSLIBMETRIC system variable

7.10.1 Default Bsyslib metric

Default location of the Bsyslib library database when MEASUREMENT is 1 (metric).

BricsCAD only

Type:	String
Saved in:	Preference

7.11 DEFAULTLIGHTING system variable

7.11.1 Default lighting

Specifies whether default lighting should be used always or only in case no other lights have been switched on. Default lighting consists of distant light that follows the view direction. This setting can be specified per viewport. When default lighting is used, it replaces all other light sources defined in the drawing.

Type:	Boolean
Saved in:	Drawing
Default value:	0
Possible values:	Off (0): Default lighting is used only in case no other lights are switched on On (1): Default lighting is used instead of the light sources defined in the drawing

7.12 DEFAULTCURVETYPEHA system variable

7.12.1 Default curve for horizontal alignments

Specifies the curve type to be used when create a new horizontal alignment or adding new PI.

BricsCAD only

Type:	Short
Saved in:	Drawing
Possible values:	-1: None 0: Auto Arc 1: Free Arc 2: Auto Spiral-Curve-Spiral 3: Free Spiral-Curve-Spiral

7.13 DEFAULTCURVETYPEVA system variable

7.13.1 Default curve for vertical alignments

Specifies the curve type to be used when create a new vertical alignment or adding new PVI.

BricsCAD only

Type:	Short
Saved in:	Drawing
Possible values:	-1: None 0: Auto Arc 1: Free Arc 2: Auto Parabola 3: Free Parabola

7.14 DEFAULTLIGHTSHADOWBLUR system variable

7.14.1 Default light shadow blur

Shadow blur amount for default light.

BricsCAD only

Type:	Short
Saved in:	Preference

Range:	1 to 40
Default value:	8

7.15 DEFAULTNEWSHEETTEMPLATE system variable

7.15.1 Default new sheet template

Specifies the default drawing template file (.dwg or .dwt) for new sheets.

BricsCAD only

Type:	String
Saved in:	Preference

7.16 DEFLPLSTYLE system variable

7.16.1 Default layer plot style

Specifies the default plot style for layer 0. In color-dependent mode drawings (PSTYLEMODE = 1), DEFLPLSTYLE is set to "BYCOLOR" (Read-only). In named-plot-style mode drawings (PSTYLEMODE = 0), DEFLPLSTYLE is set to "NORMAL" and can be changed. Use the CONVERTPSTYLES command to convert the current drawing to use named or color-dependent plot styles.

Type:	String
Saved in:	Registry

7.17 DEFPLSTYLE system variable

7.17.1 Default entity plot style

Specifies the default plot style for new entities. In color-dependent mode drawings (PSTYLEMODE = 1), DEFPLSTYLE is set to "BYCOLOR" (Read-only). In named-plot-style mode drawings (PSTYLEMODE = 0), DEFPLSTYLE is set to "NORMAL" and can be changed. Use the CONVERTPSTYLES command to convert the current drawing to use named or color-dependent plot styles.

Type:	String
Saved in:	Registry

7.18 DELETEINTERFERENCE system variable

7.18.1 Delete interference

Specifies whether interferences between source and other 3d solids are retained or resolved (i.e. source solids will be subtracted from any interfering solids).

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don’t solve interferences after commands On (1): Solve interferences after commands

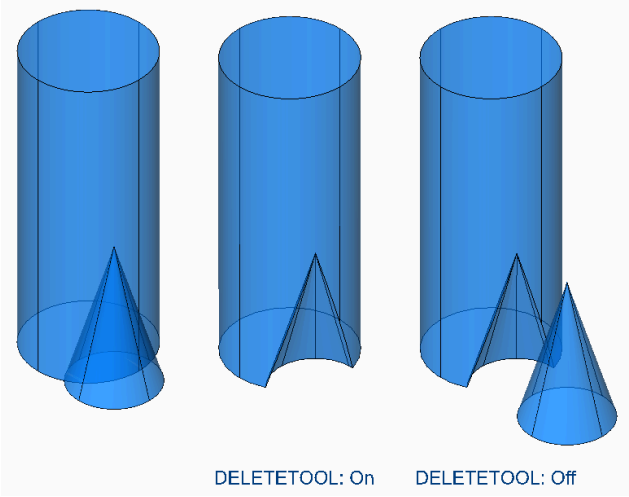
7.19 DELETETOOL system variable

7.19.1 Delete tool

Specifies whether tool entities in command SUBTRACT are retained or deleted.

BricsCAD only

Type:	Boolean
Saved in:	Workspace
Default value:	On
Possible values:	Off (0): Don’t delete tool entities in command SUBTRACT On (1): Delete tool entities in command SUBTRACT



7.20 DELOBJ system variable

7.20.1 Delete entity

Specifies whether source entities used to create 3D entities are retained or deleted.

Type:	Short
Saved in:	Registry
Default value:	1
Possible values:	0: Retain defining entities 1: Delete profile entities 2: Delete all defining entities -1: Prompt to delete profile entities -2: Prompt to delete all defining entities (including paths and reference curves)

7.21 DEMANDLOAD system variable

7.21.1 Demand load

Specifies how BricsCAD interacts with custom entities created by a third-party application. If you set this system variable to 0, third-party applications and some BricsCAD commands cannot function.

Type:	Short
Saved in:	Registry
Range:	0 to 3

Default value:	3
Possible values:	1: Demand-load source application when opening a drawing that contains custom entities 2: Demand-load source application when invoking one of the application's commands

7.22 DETAILSPATH system variable

7.22.1 Details directory path

Specifies the folder(s) in which BricsCAD should look for user created detail files.

BricsCAD only

Type:	String
Saved in:	Registry

7.23 DGNEXPXREFMODE system variable

7.23.1 Export Conversion of Xrefs

Specifies conversion of references to xrefs. The dependent files themselves are not converted when exporting the parent. They must be converted separately.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	0
Possible values:	0: Convert reference to DGN 1: Keep reference to DWG 2: Bind reference file to the parent DGN 3: Detach xref

7.24 DGNFRAME system variable

7.24.1 DGN frame

Specifies if DGN frames in the current drawing are visible or plotted.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	2
Possible values:	0: Hide DGN frames 1: Display and plot DGN frames 2: Display but do not plot DGN frames

7.25 DGNIMP2DCLOSEDBSPLINECURVEIMPORTMODE system variable

7.25.1 2D closed B-spline curve import mode

Specifies how to convert closed 2D B-Spline curve elements.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	0
Possible values:	0: Convert to spline 1: Convert to region

7.26 DGNIMP2DELLIPSEIMPORTMODE system variable

7.26.1 2D ellipse import mode

Specifies how to convert 2D Ellipse elements.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1

Default value:	0
Possible values:	0: Convert to ellipse 1: Convert to region

7.27 DGNIMP2DSHAPEIMPORTMODE system variable

7.27.1 2D shape import mode

Specifies how to convert 2D Shape and 2D Complex Shape elements. If an element is filled, then a hatch is created as well as the result of importing.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	0
Possible values:	0: Convert to polyline 1: Convert to region 2: Convert to polyface mesh

7.28 DGNIMP3DCLOSEDBSPLINECURVEIMPORTMODE system variable

7.28.1 3D closed B-spline curve import mode

Specifies how to convert closed 3D B-Spline curve elements.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	1
Possible values:	0: Convert to spline 1: Convert to region

7.29 DGNIMP3DELLIPSEIMPORTMODE system variable

7.29.1 3D ellipse import mode

Specifies how to convert 3D Ellipse elements.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	0
Possible values:	0: Convert to ellipse 1: Convert to region

7.30 DGNIMP3DOBJECTIMPORTMODE system variable

7.30.1 3D object import mode

Specifies how to convert 3D entities.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	1
Possible values:	0: Convert to polyface mesh 1: Convert to 3D Solid, Body or Surface

7.31 DGNIMP3DSHAPEIMPORTMODE system variable

7.31.1 3D shape import mode

Specifies how to convert 3D Shape and 3D Complex Shape elements. If an element is filled, then a hatch is created as well as the result of importing.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	1
Possible values:	0: Convert to polyline 1: Convert to region 2: Convert to polyface mesh

7.32 DGNIMPBREAKDIMENSIONASSOCIATION system variable

7.32.1 Break dimension association

Specifies if dimensions lose their associativity upon import. If on, then dgn dimension associations are broken in the dwg.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don't break dimension associations On (1): Break dimension associations

7.33 DGNIMPCONVERTDGNCOLORINDICESTOTRUECOLORS system variable

7.33.1 Convert DGN color indices to true colors

Specifies how Microstation colors are mapped to BricsCAD colors. Microstation assigns color numbers to colors that are different from BricsCAD. If on, then BricsCAD converts dgn color indexes to RGB true colors. Otherwise it tries to convert dgn color indices to dwg color indices. BricsCAD gets the color from the dgn color table and tries to find the same color in dwg color table. If it is not possible, then the color will be saved as an RGB true color to the dwg file.

BricsCAD only

Type:	Boolean

Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Convert DGN color indices to DWG color indices On (1): Convert DGN color indices to RGB true colors

7.34 DGNIMPCONVERTEMPTYDATAFIELDSTOSPACES system variable

7.34.1 Convert empty data fields to spaces

Specifies how empty field values are handled. If on, then empty field values from a dgn file are replaced by space symbols in the dwg file. Otherwise empty field values from a dgn file are replaced by underscore symbols ("_") in the dwg file.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Replace by underscore symbols ("_") On (1): Replace by space symbols

7.35 DGNIMPERASEUNUSEDRESOURCES system variable

7.35.1 Erase unused resources

Specifies if unreferenced elements, such as text styles and linetypes, are imported or deleted.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Import unreferenced elements. On (1): Erase unreferenced imported items

7.36 DGNIMPEXPLODETEXTNODES system variable

7.36.1 Explode text nodes

Specifies how to handle text nodes (empty text fields). If on, imported dgn text nodes are converted to simple entities (text, line, etc.). Otherwise they are converted to multiline text. Microstation uses text nodes as empty fields that are used to reserve space for text that will be added later so the length of the text is not yet known.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Convert text nodes to multiline text On (1): Convert text nodes to simple entities, such as text and lines

7.37 DGNIMPIMPORTACTIVEMODELTOMODELSPACE system variable

7.37.1 Import active model to Model Space

Specifies how active spaces are handled. If on, BricsCAD imports the active dgn model to dwg Model Space. Otherwise BricsCAD imports the first dgn design model from the model table to the dwg Model Space. Microstation uses the phrase “design model” for model space, and “active model” for the current view of a model.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Import the first design model from the model table to the model space On (1): Import the active model to model space

7.38 DGNIMPIMPORTINVISIBLEELEMENTS system variable

7.38.1 Import invisible elements

Specifies how invisible elements (entities) are handled. If on, BricsCAD imports invisible dgn elements as invisible entities. Otherwise they are skipped.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Skip invisible elements On (1): Import invisible elements

7.39 DGNIMPIMPORTPAPERSPACEMODELS system variable

7.39.1 Import Paper Space models

Specifies whether to import sheet models (paper space). If on, all dgn sheet models are imported to the Paper Space layouts. Otherwise sheet models are not imported. Microstation uses the phrase “sheet model” for paper space.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don’t import sheet models On (1): Import sheet models to paper space layouts

7.40 DGNIMPIMPORTVIEWINDEX system variable

7.40.1 Import view index

Specifies the number of dgn views to use level masks and dgn view settings. If the view number is "-1", then the view is not defined, and view settings and level masks are not used. Microstation uses the word "level" for layers; a "mask" hides content in areas or levels/layers.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	-1 to 7
Default value:	-1
Possible values:	-1: View is not defined 1 to 7: Specifies level mask

7.41 DGNIMPRECOMPUTEDIMENSIONSAFTERIMPORT system variable

7.41.1 Recompute dimensions after import

Specifies how to handle imported dimensions. If on, BricsCAD will re-compute all dimensions to create dwg-based dimension geometry blocks; otherwise it will create dgn-based dimension geometry blocks.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): create DGN-style dimension geometry blocks On (1): re-compute all dimensions to create DWG dimension geometry blocks

7.42 DGNIMPSYMBOLRESOURCEFILES system variable

7.42.1 Symbol resource files

Specifies the paths to folders holding DGN and RSC files. Microstation uses RSC resource files to store fonts, line styles, and so on. (analog to MS_SYMBRSRC MicroStation setting).

BricsCAD only

Type:	String
Saved in:	Preference

7.43 DGNIMPXREFIMPORTMODE system variable

7.43.1 External references import mode

Specifies how to import dgn reference attachments. The options are "Omit" - don't import dgn reference attachments; "Retain" - convert attached dgn files to dwg and create dwg Xref; "Merge to cell" - create block definition and import attached dgn file to it, then create block reference to dgn attachment block; "Create DGN Underlay" - create DGN Underlay object.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	2
Possible values:	0: Omit 1: Retain 2: Merge to cell 3: Create DGN Underlay

7.44 DGNOSNAP system variable

7.44.1 Dgn entity snap

Enable snapping to entities in DGN underlay files.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Disable DGN entity snap On (1): Enable DGN entity snap

7.45 DIASTAT system variable

7.45.1 Dialog state

Shows how the user exited the most recently used dialog box.

Read-only

Type:	Boolean
Saved in:	Not saved
Possible values:	Off (0): Cancel On (1): OK

7.46 DIMADEC system variable

7.46.1 Dim angle precision

Specifies the display precision for angular dimensions. Values between -1 and 8 are accepted. If -1 is entered, DIMADEC is initialized with the value of the DIMDEC setting. Values 0 to 8 specify the number of decimal places for angular dimensions, independent of DIMDEC.

Type:	Short
Saved in:	Drawing
Range:	-1 to 8
Default value:	0
Possible values:	-1: Use DIMDEC setting 0 - 8: Decimal places

7.47 DIMALT system variable

7.47.1 Alt units

Enables alternate units in dimensions.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Disable alternate units On (1): Enable alternate units

7.48 DIMALTD system variable

7.48.1 Alt precision

Specifies the display precision for the alternate dimension units.

Type:	Short
Saved in:	Drawing
Range:	0 to 8
Default value:	3

7.49 DIMALTF system variable

7.49.1 Alt multiplier

Specifies the multiplier for alternate units. If DIMALT is on, linear dimensions are multiplied by DIMALTF to provide an alternate linear dimension. E.g. if one drawing unit equals 1 inch, and DIMALTF=25.4, alternate linear dimensions are expressed in mm.

Type:	Real
Saved in:	Drawing
Default value:	0.0394

7.50 DIMALTRND system variable

7.50.1 Alt roundoff

Specifies the roundoff rules for alternate units.

Type:	Real
Saved in:	Drawing
Default value:	0.0

7.51 DIMALTTD system variable

7.51.1 Alt tolerance precision

Specifies the tolerance precision in the alternate dimension units.

Type:	Short
Saved in:	Drawing
Range:	0 to 8
Default value:	3

7.52 DIMALTTZ system variable

7.52.1 Alt tolerance suppress zeros

Specifies the suppression of zeros in tolerance values.

Type:	Boolean
Saved in:	Drawing
Default value:	0
Possible values:	0: Suppress zero feet and precisely zero inches 1: Include zero feet and precisely zero inches 2: Include zero feet and suppress zero inches 3: Suppress zero feet and include zero inches 4: Suppress leading zeros in decimal dimensions 8: Suppress trailing zeros in decimal dimensions

7.53 DIMALTU system variable

7.53.1 Alt unit type

Specifies the alternate unit type for linear dimensions.

Type:	Short
Saved in:	Drawing
Range:	1 to 8
Default value:	2

Possible values:	1: Scientific 2: Decimal 3: Engineering 4: Architectural (stacked) 5: Fractional (stacked) 6: Architectural 7: Fractional 8: Windows control panel

7.54 DIMALTZ system variable

7.54.1 Alt suppress zeros

Suppresses leading and/or trailing zeros in alternate unit dimension values.

Type:	Short
Saved in:	Drawing
Range:	0 to 12
Default value:	0
Possible values:	0: Suppress zero feet and precisely zero inches 1: Include zero feet and precisely zero inches 2: Include zero feet and suppress zero inches 3: Suppress zero feet and include zero inches 4: Suppress leading zeros in decimal dimensions 8: Suppress trailing zeros in decimal dimensions

7.55 DIMANNO system variable

7.55.1 Style is annotative

Indicates if the current dimension style is annotative.

Read-only

Type:	Boolean
Saved in:	Drawing

7.56 DIMAPOST system variable

7.56.1 Alt units prefix/suffix

Specifies a prefix and/or suffix that to appear in the alternate dimension text. The general format is just the suffix string or 'prefix[]suffix'. DIMAPOST does not apply to angular dimensions. In the DimStyle explorer the variable is split up into Alt Prefix and Alt Suffix for editing.

Type:	String
Saved in:	Drawing

7.57 DIMARCSYM system variable

7.57.1 Arc symbol

Specifies how the arc length symbol displays in an arc dimension.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible values:	0: Arc length symbol is placed before the dimension text 1: Arc length symbol is placed above the dimension text 2: The display of the arc length symbol is suppressed

7.58 DIMASO system variable

7.58.1 Associativity (Obsolete)

Replaced by DIMASSOC. Has no effect except to preserve the integrity of scripts.

Type:	Boolean
Saved in:	Drawing
Default value:	On

7.59 DIMASSOC system variable

7.59.1 Associativity

Specifies the associativity of dimension entities or whether they are exploded.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	2
Possible values:	0: Exploded dimensions 1: Non-associative dimension entities 2: Associative dimension entities

7.60 DIMASZ system variable

7.60.1 Arrow size

Specifies the size of arrowheads of dimension lines and leader lines.

Type:	Real
Saved in:	Drawing
Default value:	0.18

7.61 DIMATFIT system variable

7.61.1 Arrow and text fit

Specifies how dimension text and arrows are arranged when there is insufficient place within the extension lines. When DIMTMOVE=1, a leader is added if the dimension text is placed outside.

Type:	Short
Saved in:	Drawing
Range:	0 to 3
Default value:	3

Possible values:	0: Place both text and arrows outside extension lines 1: Move arrows first, then text 2: Move text first, then arrows 3: Move either text or arrows, whichever fits best

7.62 DIMAUNIT system variable

7.62.1 Dim angle units

Specifies angular dimensions unit type.

Type:	Short
Saved in:	Drawing
Range:	0 to 3
Default value:	0
Possible values:	0: Decimal degrees 1: Degrees/minutes/seconds 2: Gradians 3: Radians

7.63 DIMAZIN system variable

7.63.1 Suppress angle zeros

Suppresses leading and/or trailing zeros for angular dimensions. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Drawing
Range:	0 to 3
Default value:	0
Possible options:	1: Suppress leading zeros 2: Suppress trailing zeros

7.64 DIMBLK system variable

7.64.1 Arrow

Specifies the name of the block displayed at the ends of dimension lines and leader lines. The block name can be either a standard name or refer to a user-defined arrowhead block.

Type:	String
Saved in:	Drawing

7.65 DIMBLK1 system variable

7.65.1 Arrow 1

Specifies the name of the block displayed at the first end of dimension line when DIMSAH is on (= use different blocks for the first and the second arrowhead).

Type:	String
Saved in:	Drawing

7.66 DIMBLK2 system variable

7.66.1 Arrow 2

Specifies the name of the block displayed at the second end of dimension line when DIMSAH is on (= use different blocks for the first and the second arrowhead).

Type:	String
Saved in:	Drawing

7.67 DIMCEN system variable

7.67.1 Center mark

Specifies if and how center marks and centerlines of circles and arcs are drawn by DIMCENTER, DIMDIAMETER and DIMRADIUS commands. Set to zero for no center mark, negative for Line or positive for Mark. The DIMCEN system variable also controls the length of center mark lines and size of the center marks.

Type:	Real

Saved in:	Drawing
Default value:	0.09
Possible values:	0: None <0: Line >0: Mark

7.68 DIMCLRD system variable

7.68.1 Dim line color

Specifies the color for dimension lines, arrowheads and dimension leader lines.

Type:	Short
Saved in:	Drawing
Range:	0 to 256
Default value:	0
Possible values:	0: ByBlock 1 - 255: index 256: ByLayer

7.69 DIMCLRE system variable

7.69.1 Ext line color

Specifies the color for dimension extension lines.

Type:	Short
Saved in:	Drawing
Range:	0 to 256
Default value:	0
Possible values:	0: ByBlock 1 - 255: index 256: ByLayer

7.70 DIMCLRT system variable

7.70.1 Text color

Specifies the color for dimension text.

Type:	Short
Saved in:	Drawing
Range:	0 to 256
Default value:	0
Possible values:	0: ByBlock 1 - 255: index 256: ByLayer

7.71 DIMDEC system variable

7.71.1 Dim precision

Specifies the display precision for the primary dimension units.

Type:	Short
Saved in:	Drawing
Range:	0 to 8
Default value:	4

7.72 DIMDLE system variable

7.72.1 Dim line ext

Specifies the extension of the dimension line beyond the extension lines in case obliques or architectural ticks are drawn instead of arrowheads.

Type:	Real
Saved in:	Drawing
Default value:	0.0

7.73 DIMDLI system variable

7.73.1 Dim baseline spacing

Specifies the spacing between dimension lines in baseline dimensions.

Type:	Real
Saved in:	Drawing
Default value:	3.8

7.74 DIMDSEP system variable

7.74.1 Decimal separator

Specifies a new decimal separator character.

Type:	String
Saved in:	Drawing

7.75 DIMEXE system variable

7.75.1 Ext line ext

Specifies the extension of the extension lines beyond the dimension line.

Type:	Real
Saved in:	Drawing
Default value:	.18

7.76 DIMEXO system variable

7.76.1 Ext line offset

Specifies the offset of extension lines from the origin points.

Type:	Real
Saved in:	Drawing
Default value:	0.625

7.77 DIMFIT system variable

7.77.1 Dimension text fit (Obsolete)

Replaced by DIMATFIT and DIMTMOVE.

Type:	Short
Saved in:	Drawing
Default value:	3

7.78 DIMFRAC system variable

7.78.1 Fractional type

Specifies the fraction format for Architectural (DIMLUNIT = 4) or Fractional (DIMLUNIT = 5) linear dimensions.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible values:	0: Horizontal 1: Diagonal 2: Not stacked

7.79 DIMFXL system variable

7.79.1 Ext line fixed length

Specifies the total length of the extension lines.

Type:	Real
Saved in:	Drawing
Default value:	1.0

7.80 DIMFXLON system variable

7.80.1 Ext line fixed

Specifies whether extension lines are set to a fixed length.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don't use fixed length extension lines On (1): Use fixed length extension lines

7.81 DIMGAP system variable

7.81.1 Text offset

Specifies the offset distance around the dimension text and the distance between annotation and hook line created using the LEADER command. A negative value for DIMGAP draws a box around the dimension or annotation text.

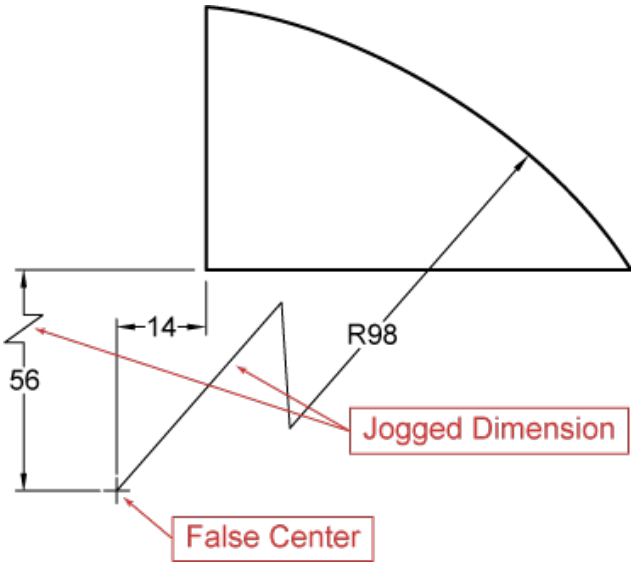
Type:	Real
Saved in:	Drawing
Default value:	0.09

7.82 DIMJOGANG system variable

7.82.1 Jogged angle

Specifies the angle of the oblique dimension line segment in jogged radius dimensions. Jogged radius dimensions are often created when the center point is located off the page.

Type:	Real
Saved in:	Drawing
Default value:	45.0



7.83 DIMJUST system variable

7.83.1 Horizontal text position

Specifies the horizontal position of dimension text, with respect to the extension lines.

Type:	Short
Saved in:	Drawing
Range:	0 to 4
Default value:	0
Possible values:	0: Text above the dimension line and center-justified between extension lines 1: Text next to the first extension line 2: Text next to the second extension line 3: Text above and aligned with the first extension line 4: Text above and aligned with the second extension line

7.84 DIMLAYER system variable

7.84.1 Default layer for new dimensions

Specifies a default layer for new dimensions.

Type:	String

Saved in:	Drawing
Default value:	.

7.85 DIMLDRBLK system variable

7.85.1 Leader arrow

Specifies the arrowhead block for leaders.

Type:	String
Saved in:	Drawing

7.86 DIMLFAC system variable

7.86.1 Dim scale linear

Specifies the scale factor for linear dimensions. Linear dimensions (incl. radius, diameter and ordinate dimensions), are multiplied by DIMLFAC. Positive values apply to dimensions in both model space and paper space; negative values apply to paper space dimensions only.

Type:	Real
Saved in:	Drawing
Default value:	1.0

7.87 DIMLIM system variable

7.87.1 Tolerance method

Specifies the default text to dimension limits. If DIMLIM is On, DIMTOL is switched Off.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don’t generate dimension limits as default text On (1): Generate dimension limits as default text

7.88 DIMLTEX1 system variable

7.88.1 Ext line 1 linetype

Specifies the linetype for the first extension line.

Type:	String
Saved in:	Drawing

7.89 DIMLTEX2 system variable

7.89.1 Ext line 2 linetype

Specifies the linetype for the second extension line.

Type:	String
Saved in:	Drawing

7.90 DIMLTYPE system variable

7.90.1 Dim line linetype

Specifies the linetype for the dimension line.

Type:	String
Saved in:	Drawing

7.91 DIMLUNIT system variable

7.91.1 Dim units

Specifies the primary unit type for linear dimensions.

Type:	Short
Saved in:	Drawing
Range:	1 to 6
Default value:	2

Possible values:	1: Scientific 2: Decimal 3: Engineering 4: Architectural 5: Fractional 6: Windows control panel

7.92 DIMLWD system variable

7.92.1 Dim line lineweight

Specifies the lineweight of dimension lines.

Type:	Short
Saved in:	Drawing
Range:	-3 to 211
Default value:	Bylayer
Possible values:	-3: Default (defined by LWDEFAULT) -2: ByBlock -1: ByLayer 0 - 211: Lineweight value in hundredths of millimeters

7.93 DIMLWE system variable

7.93.1 Ext line LW

Specifies the lineweight of extension lines.

Type:	Short
Saved in:	Drawing
Range:	-3 to 211
Default value:	Bylayer

Possible values:	-3: Default (defined by LWDEFAULT) -2: ByBlock -1: ByLayer 0 - 211: Lineweight value in hundredths of millimeters

7.94 DIMPOST system variable

7.94.1 Dim prefix/suffix

Specifies a prefix and/or suffix to be added to the dimension text. The general format is just the suffix string or 'prefix <> suffix'. A single linefeed can be inserted with '\\X' (often when alternate units are active). In the DimStyle explorer the variable is split into Dim Prefix and Dim Suffix for editing.

Type:	String
Saved in:	Drawing

7.95 DIMRND system variable

7.95.1 Dim round

Specifies the roundoff rules for linear dimensions. E.g. set DIMRND to 0.1 if you want to round all distances to the nearest 0.1 unit. Set DIMRND to 1 if you want to round distances to the nearest integer. Remember the number of decimal places is limited by DIMDEC. Angular dimensions or not affected by DIMRND.

Type:	Real
Saved in:	Drawing
Default value:	0.0

7.96 DIMSAH system variable

7.96.1 Arrowheads

Specifies whether dimension line arrowhead blocks are set by DIMBLK or by DIMBLK1 and DIMBLK2. If=0: use the same block for the first and the second arrowhead. The arrowhead block is then defined by DIMBLK. If=1: use different blocks for the first and the second arrowhead. The arrowhead blocks are defined by DIMBLK1 and DIMBLK2

Type:	Boolean

Saved in:	Drawing
Default value:	0
Possible values:	Off (0): Arrowhead blocks set by DIMBLK On (1): Arrowhead blocks set by DIMBLK1 and DIMBLK2

7.97 DIMSCALE system variable

7.97.1 Dim scale overall

Specifies the scale factor applied to all dimensioning variables that specify the size of the components of dimension entities, such as text height, distances or offsets. DIMSCALE does not affect measured lengths, coordinates, or angles.

Type:	Real
Saved in:	Drawing
Range:	0 or greater
Default value:	1.0

7.98 DIMSD1 system variable

7.98.1 Dim line 1

Suppresses the display of the first part of the dimension line: from the first extension line to the text origin.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don’t suppress first dimension line On (1): Suppress firs dimension line

7.99 DIMSD2 system variable

7.99.1 Dim line 2

Suppresses the display of second part of the dimension line: from the text origin to the second extension line.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don't suppress second dimension line On (1): Suppress second dimension line

7.100 DIMSE1 system variable

7.100.1 Ext line 1

Suppresses the display of the first extension line.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don't suppress first extension line On (1): Suppress first extension line

7.101 DIMSE2 system variable

7.101.1 Ext line 2

Suppresses the display of the second extension line.

Type:	Boolean
Saved in:	Drawing
Default value:	Off

Possible values:	Off (0): Don’t suppress second extension line On (1): Suppress second extension line

7.102 DIMSHO system variable

7.102.1 Dimension show (Obsolete)

Specifies redefinition of dimension entities while dragging. Has no effect except to preserve the integrity of scripts.

Type:	Boolean
Saved in:	Drawing
Default value:	On

7.103 DIMSOXD system variable

7.103.1 Dim line inside

Suppresses arrowheads outside the extension lines if there is insufficient room inside the extension lines and if DIMTIX is on. If DINTIX is off, DIMSOXD had no effect.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don’t suppress outside arrowheads On (1): Suppress outside arrowheads

7.104 DIMSTYLE system variable

7.104.1 Dimension style

Shows the current dimension style.

Read-only

Type:	String
Saved in:	Drawing

Default value:	Standard

7.105 DIMTAD system variable

7.105.1 Vertical text position

Specifies the vertical position of text with respect to the dimension line. If DIMTAD=1 (Above dimension line), the distance from the dimension line is set by DIMGAP.

Type:	Short
Saved in:	Drawing
Range:	0 to 4
Default value:	0
Possible values:	0: Centered between extension lines 1: Above dimension line, unless DIMTIH is 1 and the dimension line is not horizontal 2: Farthest from defining points 3: Japanese Industrial Standards 4: Below dimension line

7.106 DIMTDEC system variable

7.106.1 Tolerance precision

Specifies the number of decimal places for tolerance values in the primary dimension units.

Type:	Short
Saved in:	Drawing
Range:	0 to 8
Default value:	4

7.107 DIMTFAC system variable

7.107.1 Tolerance text height

Specifies the scale factor to calculate the text height for dimension fractions and tolerances, relative to the dimension text height, as set by DIMTXT. Only applies if DIMLUNIT=Fractional.

Type:	Real
Saved in:	Drawing
Default value:	1.0

7.108 DIMTFILL system variable

7.108.1 Text fill

Specifies the dimension text background.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible values:	0: No background or fill 1: Background or fill color matches the background of the drawing window 2: Background or fill color matches the value specified by DIMTFILLCLR

7.109 DIMTFILLCLR system variable

7.109.1 Text fill color

Specifies the dimension text background color when DIMTFILL is set to 2.

Type:	Short
Saved in:	Drawing
Range:	0 to 256
Default value:	0
Possible values:	0: ByBlock 1-255: index 256: ByLayer

7.110 DIMTIH system variable

7.110.1 Text inside align

Specifies the position of dimension text inside the extension lines. DIMTIH does not apply to ordinate dimensions.

Type:	Boolean
Saved in:	Drawing
Default value:	1
Possible values:	Off (0): Aligned with dimension line On (1): Horizontal

7.111 DIMTIX system variable

7.111.1 Text inside

Draws text between extension lines, even if there is insufficient room. DIMTIX does not apply to radius and diameter dimensions.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don’t force text between extension lines On (1): Force text between extension lines

7.112 DIMTM system variable

7.112.1 Tolerance limit lower

Specifies the minimum (lower) tolerance limit for dimension text when DIMTOL or DIMLIM is on.

Type:	Real
Saved in:	Drawing
Default value:	0.0

7.113 DIMTMOVE system variable

7.113.1 Text movement

Specifies how dimension text can move.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible values:	0: Move dimension line with dimension text 1: Add leader when dimension text is moved 2: Allow text to be moved freely without a leader

7.114 DIMTOFL system variable

7.114.1 Dim line forced

Specifies whether a dimension line is drawn between the extension lines even when the text is placed outside.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don't force dimension lines even when text is outside On (1): Force dimension lines even when text is outside

7.115 DIMTOH system variable

7.115.1 Text outside align

Forces the dimension text outside the extension lines to be placed horizontally.

Type:	Boolean
Saved in:	Drawing

Default value:	1
Possible values:	Off (0): Aligned with dimension line On (1): Horizontal

7.116 DIMTOL system variable

7.116.1 Tolerance display

Adds tolerances to dimension text.

Type:	Boolean
Saved in:	Drawing
Range:	
Default value:	Off
Possible values:	Off (0): Don’t display tolerance On (1): Display tolerance

7.117 DIMTOLJ system variable

7.117.1 Tolerance pos vert

Specifies the vertical position for tolerance values relative to the primary dimension text.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	1
Possible values:	0: Bottom 1: Middle 2: Top

7.118 DIMTP system variable

7.118.1 Tolerance limit upper

Specifies the maximum (upper) tolerance limit for dimension text when DIMTOL or DIMLIM is on.

Type:	Real
Saved in:	Drawing
Default value:	0.0

7.119 DIMTSZ system variable

7.119.1 Dim tick size

Specifies the size of tick marks drawn instead of arrowheads for linear, radius and diameter dimensioning. If the value is zero, arrowheads are drawn.

Type:	Real
Saved in:	Drawing
Default value:	0.0
Possible values:	0: Draw arrowheads >0: Draw oblique strokes instead of arrowheads

7.120 DIMTVP system variable

7.120.1 Text offset vert

Specifies the vertical position of dimension text above or below the dimension line when DIMTAD=0. The offset equals the product of DIMTVP and the height of the dimension text (DIMTXT). Setting DIMTVP to 1.0 is equivalent to DIMTAD=1

Type:	Real
Saved in:	Drawing
Default value:	0.0

7.121 DIMTXSTY system variable

7.121.1 Text style

Specifies the style of the dimension text.

Type:	String
Saved in:	Drawing
Default value:	Standard

7.122 DIMTXT system variable

7.122.1 Text height

Specifies the dimension text height if the text style as defined in DIMTXSTY has no fixed height.

Type:	Real
Saved in:	Drawing
Default value:	.18

7.123 DIMTXTDIRECTION system variable

7.123.1 Text direction

Specifies the dimension text reading direction.

Type:	Boolean
Saved in:	Drawing
Default value:	0
Possible values:	Off (0): Left to right On (1): Right to left

7.124 DIMTZIN system variable

7.124.1 Tolerance suppress zeros

Specifies the suppression of zeros in tolerance values. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Drawing
Range:	0 to 15
Default value:	0
Possible options:	0: Suppress zero feet and precisely zero inches 1: Include zero feet and precisely zero inches 2: Include zero feet and suppress zero inches 3: Suppress zero feet and include zero inches 4: Suppress leading zeros in decimal dimensions 8: Suppress trailing zeros in decimal dimensions

7.125 DIMUNIT system variable

7.125.1 Dim unit type (Obsolete)

Replaced by DIMLUNIT and DIMFRAC.

Type:	Short
Saved in:	Drawing
Range:	1 to 8
Default value:	2
Possible values:	1: Scientific 2: Decimal 3: Engineering 4: Architectural (stacked) 5: Fractional (stacked) 6: Architectural 7: Fractional 8: Windows control panel

7.126 DIMUPT system variable

7.126.1 Place text manually

Allows user-positioned text.

Type:	Boolean
Saved in:	Drawing
Default value:	0
Possible values:	Off (0): Cursor controls only the dimension line location On (1): Cursor controls both the text position and the dimension line location

7.127 DIMZIN system variable

7.127.1 Suppress dim zeros

Suppresses leading and/or trailing zeros in the primary unit. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Drawing
Range:	0 to 15
Default value:	0
Possible options:	0: Suppress zero feet and precisely zero inches 1: Include zero feet and precisely zero inches 2: Include zero feet and suppress zero inches 3: Suppress zero feet and include zero inches 4: Suppress leading zeros in decimal dimensions 8: Suppress trailing zeros in decimal dimensions

7.128 DISPLAYAXES system variable

7.128.1 Display Axes

Controls the display of the axis of linear structural elements such beams and columns.

BricsCAD only

Type:	Boolean
Saved in:	Drawing

Default value:	Off
Possible options:	Off (0): Do not display axes On (1): Display axes

7.129 DISPLAYSCALING system variable

7.129.1 Automatic display scaling

Current display scaling percentage (from system display settings).

BricsCAD only

Read-only

Type:	Short
Saved in:	Not saved
Range:	50 to 1000
Default value:	100

7.130 DISPLAYSIDESANDENDS system variable

7.130.1 Display sides and ends

When ON, the sides and ends of linear solids highlight on hovering if the Quad is ON or bitcode 1 of the SELECTIONPREVIEW system variable is selected. The variable is available in the BIM and Ultimate license level only.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don’t display sides and ends On (1): Display side and ends

7.131 DISPLAYSNAPMARKERINALLVIEWS system variable

7.131.1 Snap marker in all views

Specifies whether the snap marker displays in all viewports.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don't display snap marker in all views On (1): Display snap marker in all views

7.132 DISPLAYTOOLTIPS system variable

7.132.1 Snap tooltips

Toggles the display of snap tooltips On/Off.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable snap tooltips On (1): Enable snap tooltips

7.133 DISPPAPERBKG system variable

7.133.1 Paper background

Enables or disables displaying of paper sheet in paper space.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On

Possible values:	Off (0): Don't display paper background On (1): Display paper background

7.134 DISPPAPERMARGINS system variable

7.134.1 Printable area

Enables or disables displaying of printable area of a drawing.

BricsCAD only

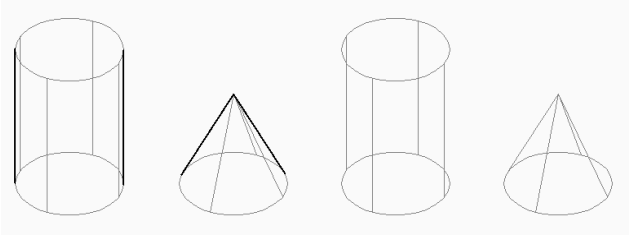
Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't display printable area On (1): Display printable area

7.135 DISPSILH system variable

7.135.1 Display silhouette curves

Specifies the display of silhouette curves of solid entities in Wireframe modes (2D and 3D) and whether a mesh is drawn or not when a solid entity is hidden in 2D Wireframe mode. To view changes on existing entities, perform a REGEN.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don't display silhouette curves On (1): Display silhouette curves



7.136 DISTANCE system variable

7.136.1 Distance

Specifies the last calculated distance by the DIST command.

Read-only

Type:	Real
Saved in:	Not saved

7.137 DMAUDITLEVEL system variable

7.137.1 DMAUDIT command, level of details

Specifies whether certain types of errors are reported by the DMAUDIT command. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 3
Default value:	1
Possible options:	1: Ignore dynamic range errors 2: Ignore sliver faces

7.138 DMAUTOUPDATE system variable

7.138.1 3D constraints recalculation mode

Specifies if a model automatically updates when 3D constraints are added or edited. If this setting is switched off, command DMUPDATE must be used to update the model.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On

Possible values:	Off (0): Don't update 3D constraints automatically On (1): Update 3D constraints automatically

7.139 DMCONNECTIONCUTTYPE system variable

7.139.1 Connection type

Specifies the type of connection.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	0: Smooth 1: Planar

7.140 DMEXTRUDEMODE system variable

7.140.1 Extrude mode

Specifies behavior of Auto option in DMEXTRUDE. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 7
Default value:	0
Possible options:	1: Set OFF to Unite with, or ON to create new solid when extruding a contour lying on a solid's face, away from that solid. 2: Set OFF to Unite with, or ON to subtract from solids which intersect with the created volume. 4: Set ON to not modify solids which intersect with the created volume.

7.141 DMPUSHPULLSUBTRACT system variable

7.141.1 DMPUSHPULL subtract

Specifies if a solid that intersects with other solids during a PUSHPULL operation subtracts from the existing solid.

BricsCAD only

Type:	Boolean
Saved in:	Workspace
Range:	0 to 1
Default value:	Off
Possible values:	Off (0): Disable DMPUSHPULL subtract On (1): Enable DMPUSHPULL subtract

7.142 DMRECOGNIZE system variable

7.142.1 Automatic 3D geometry constraints recognition

Specifies which geometrical relations between the surfaces are maintained direct modeling operations. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	-1 to 508
Default value:	0

Possible options:	Negative: Switch off automatic 3D geometry constraints recognition 1: Tangent surfaces 2: Coincident planes 4: Parallel planes 8: Perpendicular planes 16: Cylinders perpendicular to planes 32: Coaxial surfaces 64: Cylinders and spheres of equal radius 128: Vertices between 4 or more faces 256: Edges between coincident faces

7.143 DOCKPRIORITY system variable

7.143.1 Docking Priority

Specifies the docking priority of top, left, right and bottom docking bars. Changing this preference will take effect only after restarting the application.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 14
Default value:	1
Possible values:	1: Top, Left, Right, Bottom 2: Top, Bottom, Left, Right 3: Top, Left, Bottom, Right 4: Top, Right, Bottom, Left 5: Left, Right, Top, Bottom 6: Left, Top, Bottom, Right 7: Left, Top, Right, Bottom 8: Left, Bottom, Right, Top 9: Right, Top, Left, Bottom 10: Right, Bottom, Left, Top 11: Right, Top, Bottom, Left 12: Bottom, Left, Right, Top 13: Bottom, Left, Top, Right 14: Bottom, Right, Top, Left

7.144 DOCTABPOSITION system variable

7.144.1 Tabs position

Specifies where to display the document tab control.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	0
Possible values:	0: Top 1: Bottom 2: Left 3: Right

7.145 DONUTID system variable

7.145.1 Donut inside diameter

Stores the default inside diameter of a donut.

Type:	Real
Saved in:	Not saved
Default value:	0.5

7.146 DONUTOD system variable

7.146.1 Donut outside diameter

Stores the default outside diameter of a donut.

Type:	Real
Saved in:	Not saved
Default value:	1.0

7.147 DRAGMODE system variable

7.147.1 Entity dragging

Specifies whether entities display dynamically, e.g. when moved or copied.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: No dragging 1: When requested 2: Whenever possible

7.148 DRAGMODEHIDE system variable

7.148.1 Hide original entity when dragging

Specifies whether the original entity should be visible or not when a drag operation is performed.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible values:	1: Hide original entity in 3D Modeling commands. 2: Hide original entity in 2D Drafting commands.

7.149 DRAGMODEINTERRUPT system variable

7.149.1 Dragging interruption mode

Specifies whether the recalculation/redrawing of the model can be interrupted when mouse cursor is being moved (responsive, but may cause blinking, incomplete or disappearing graphics) or every drag iteration must be completed (slow, but graphics is always valid).

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	1
Possible values:	0: Disabled 1: Enabled

7.150 DRAGOPEN system variable

7.150.1 Drag open

Specifies if a drawing file that is dragged onto the application inserts into the current drawing or opens as a separate drawing.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Insert file 1: Open file

7.151 DRAGP1 system variable

7.151.1 Regen-drag rate

Specifies the regen-drag input sampling rate.

Type:	Short
Saved in:	Registry
Range:	0 to 32767
Default value:	10

7.152 DRAGP2 system variable

7.152.1 Fast-drag rate

Specifies the fast-drag input sampling rate.

Type:	Short
Saved in:	Registry
Range:	0 to 32767
Default value:	25

7.153 DRAGSNAP system variable

7.153.1 Snap dragged entities

Switches entity snapping of dragged entities on or off.

The DRAGSNAP system variable controls the snap behavior while 'dragging', providing an increased WYSIWIG experience. DRAGSNAP controls whether rubberband dynamics are displayed at the current cursor location or at the current entity snap location. DRAGSNAP applies to all modify commands that display dynamics, such as COPY, PASTECLIP, PASTEBLOCK, MOVE, ROTATE, MIRROR, SCALE and STRETCH.

When DRAGSNAP is off, snap is only in effect during drawing and editing commands; when DRAGSNAP is on, the cursor also snaps when no command is active.

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Don’t snap dragged entities On (1): Snap dragged entities

7.154 DRAWINGPATH system variable

7.154.1 Drawings path

Specifies an additional folder in the file dialog for the OPEN and SAVEAS commands. On the Windows platform: the fifth folder in the open file dialog's Places Bar.

BricsCAD only

Type:	String Standard
Saved in:	Preference

7.155 DRAWINGVIEWPRESET system variable

7.155.1 Drawing view preset

Stores the current preset for the VIEWBASE command, the default value is 'None'. Presets specify the types of generated drawings and their placement in the layout.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	None

7.156 DRAWINGVIEWPRESETHIDDEN system variable

7.156.1 Drawing view hidden lines preset

Stores the current hidden lines preset for the VIEWBASE command.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Don’t store the current hidden line preset On (1): Store the current hidden line preset

7.157 DRAWINGVIEWPRESETSCALE system variable

7.157.1 Scale for drawing view preset

Stores the annotation scale for current drawing view preset.

BricsCAD only

Type:	String

Saved in:	Registry

7.158 DRAWINGVIEWPRESETTANGENT system variable

7.158.1 Drawing view tangent lines preset

Stores the current tangent lines preset for VIEWBASE command.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Don't store the current tangent lines preset On (1): Store the current tangent lines preset

7.159 DRAWINGVIEWPRESETTRAILING system variable

7.159.1 Drawing view trailing lines preset

Stores the current trailing lines preset for VIEWBASE command.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't store the current trailing lines preset On (1): Store the current trailing lines preset

7.160 DRAWINGVIEWQUALITY system variable

7.160.1 Quality of drawing views

Specifies the quality of drawing views.

You can significantly reduce the time needed to generate drawing views by changing the DRAWINGVIEWQUALITY setting to 0. This enables draft-quality drawing views. Such drawing views are internally represented as 3D solids, which makes it impossible to put annotations on their silhouette

edges. However, they look very similar to a precise (high-quality) drawing view and you can use them to quickly create layouts.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	1
Possible values:	0: Draft quality 1: High quality

7.161 DRAWORDERCTL system variable

7.161.1 Draworder control

Specifies the default behavior for the display of overlapping entities. Use this setting to limit draw order if some editing operations take slightly longer. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Drawing
Range:	0 to 3
Default value:	3
Possible options:	1: Default display of entities with draw order 2: Draw order inheritance

7.162 DWFFORMAT system variable

7.162.1 Default DWF format

Specifies the default format to DWF or DWFx for 3DDWF command.

BricsCAD only

Type:	Short
Saved in:	Preference

Range:	0 to 1
Default value:	1
Possible values:	0: DWF 1: DWFx

7.163 DWFFRAME system variable

7.163.1 DWF frame

Specifies the visibility of DWF or DWFx underlay frames.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	2
Possible values:	0: Hide DWF frames 1: Display and plot DWF frames 2: Display but do not plot DWF frames

7.164 DWFOSNAP system variable

7.164.1 Dwf entity snap

Enable snapping to entities in DWF underlay files.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Disable DWF entity snap On (1): Enable DWF entity snap

7.165 DWFVERSION system variable

7.165.1 DWF version

Specifies the dwf version for export in dwf format.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 10
Default value:	2
Possible values:	1: 3D DWF v6.01 2: Binary DWF v6.0 3: Zipped Ascii Encoded 2D Stream DWF v6.0 4: Compressed DWF v5.5 5: Binary DWF v5.5 6: Ascii DWF v5.5 7: Compressed DWF v4.2 8: Binary DWF v4.2 9: Ascii DWF v4.2 10: XPS DWFx

7.166 DWGCHECK system variable

7.166.1 Drawing check

Executes an automatic data integrity check when opening a drawing.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible values:	0: Warn on potential problem 1: Warn on potential problem and on other application 2: Notify on potential problem 3: Notify on potential problem, warn on other application

7.167 DWGCODEPAGE system variable

7.167.1 Drawing codepage

Displays the drawing code-page for text in drawings (same value as SYSCODEPAGE).

Read-only

Type:	String
Saved in:	Drawing

7.168 DWGNAME system variable

7.168.1 Drawing name

Shows the name of the current drawing.

Read-only

Type:	String
Saved in:	Not saved

7.169 DWGPREFIX system variable

7.169.1 Drawing prefix

Shows the folder path of the current drawing.

Read-only

Type:	String Standard
Saved in:	Not saved

7.170 DWGTITLED system variable

7.170.1 Drawing titled

Specifies if the current drawing has been named.

Read-only

Type:	Boolean
Saved in:	Not saved

Default value:	On
Possible values:	Off (0): Drawing has not been named On (1): Drawing has been named

7.171 DXEVAL system variable

7.171.1 Data extraction update mode

Specifies the notification for data extraction tables. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Drawing
Range:	0 to 511
Default value:	12
Possible options:	0: No notification 1: Notification on open 2: Notification on save 4: Notification on plot 8: Notification on publish 16: Notification on ETRANSMIT or ARCHIVE 32: Notification on save + automatic update 64: Notification on plot + automatic update 128: Notification on publish + automatic update 256: Notification on ETRANSMIT or ARCHIVE + automatic update

7.172 DXFTEXTADJUSTALIGNMENT system variable

7.172.1 Dxf text adjust alignment

Specifies whether alignment is adjusted when text is loaded from DXF file.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On

Possible values:	Off (0): Don't adjust alignment On (1): Adjust alignment

7.173 DYNCONSTRAINTMODE system variable

7.173.1 Dynamic Constraint Mode

Specifies the visibility of hidden dimensional constraints when the constrained entity is selected.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't display hidden dimensional constraints when the constrained entities are selected. On (1): Display hidden dimensional constraints when the constrained entities are selected.

7.174 DYNDIGRIP system variable

7.174.1 Show dynamic dimensions

Specifies which dynamic dimensions are shown. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	0 to 31
Default value:	31
Possible options:	0: None 1: Resulting length 2: Extended length 4: Absolute angle 8: Relative angle 16: Arc radius

7.175 DYNDIMAPERTURE system variable

7.175.1 Dynamic dimension aperture

Specifies the radius (in pixels) around cursor. This parameter is used only when DYNMODE flag is 16 'Nearest entity dynamic dimensions'. The nearest entity is looked for between entities which intersect or are inside this radius.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 500
Default value:	20
Unit	pixels

7.176 DYNDIMCOLORHOT system variable

7.176.1 Dynamic dimension hot color

Specifies the color of dynamic dimensions when moving grip points.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 255
Default value:	142

7.177 DYNDIMCOLORHOVER system variable

7.177.1 Dynamic dimension hover color

Specifies the color of dynamic dimensions when hovering over a grip point.

BricsCAD only

Type:	Short

Saved in:	Preference
Range:	1 to 255
Default value:	142

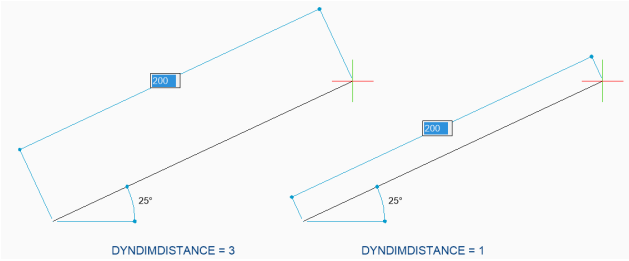
7.178 DYNDIMDISTANCE system variable

7.178.1 Dynamic dimension distance

Specifies a factor for the distance between the dynamic dimension line and the grip points being dimensioned (default: 0.0).

BricsCAD only

Type:	Real
Saved in:	Preference
Range:	0.0 to 10.0
Default value:	1.0



7.179 DYNDIMLINETYPE system variable

7.179.1 Dynamic dimension linetype

Specifies the linetype of dynamic dimensions when moving grip points.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	-1 to 2

Default value:	0
Possible values:	-1: Current 0: Continuous 1: Dotted 2: Dashed

7.180 DYNDIVIS system variable

7.180.1 Dynamic dimension visibility

Specifies how many dynamic dimensions are displayed while moving grips.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1
Possible values:	0: Only the first dynamic dimension 1: Only the first two dynamic dimensions 2: All dynamic dimensions, as specified by DYNDIGRIP

7.181 DYNINPUTTRANSPARENCY system variable

7.181.1 Transparency of dynamic input fields

Specifies the transparency of dynamic input fields. A value of 0 sets the fields to be fully transparent, and a value of 100 sets the fields to be fully opaque.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 100
Default value:	90

7.182 DYNMODE system variable

7.182.1 Dynamic input mode

Turns dynamic input features on and off. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	-31 to 31
Default value:	3
Possible options:	Negative: Switch all off temporarily 0: No dynamic input 1: Dynamic input at pointer (not supported) 2: Editable dynamic dimensions 4: Tracking dynamic dimensions 8: Nearest entity by UCS X/Y axes dynamic dimensions 16: Nearest entity dynamic dimensions

7.183 DYNPICOORDS system variable

7.183.1 Default mode for dynamic coordinates input

Specifies the default mode in which coordinates are entered during dynamic input.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	0: Relative 1: Absolute

8. E

8.1 EDGEMODE system variable

8.1.1 Edge mode

Specifies how cutting and boundary edges are checked with the TRIM and EXTEND commands, with or without extension.

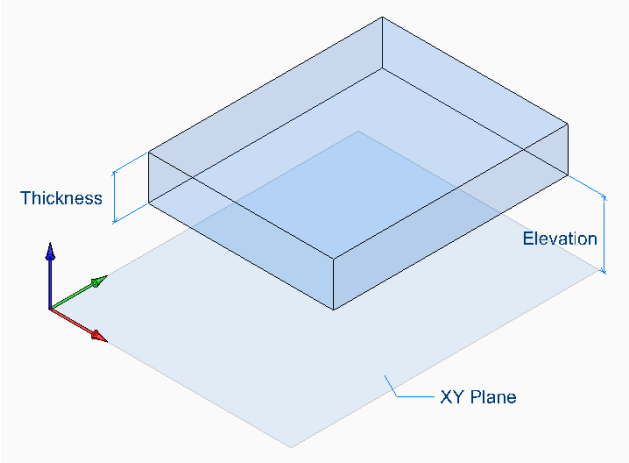
Type:	Boolean
Saved in:	Registry
Default value:	0
Possible values:	Off (0): Use the selected edge without an extension On (1): Extend or trim the selected entity to an imaginary extension of the cutting or boundary edge

8.2 ELEVATION system variable

8.2.1 Elevation

Specifies the current elevation for new entities relative to the current UCS.

Type:	Real
Saved in:	Drawing
Default value:	0.0



8.3 ENABLEATTRACTION system variable

8.3.1 Grips attraction

Toggles the magnetism of entity grips.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable grips attraction On (1): Enable grips attraction

8.4 ENABLEHYPERLINKMENU system variable

8.4.1 Hyperlink menu

Toggles the hyperlink menu On/Off.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable hyperlink menu On (1): Enable hyperlink menu

8.5 ENABLEHYPERLINKTOOLTIP system variable

8.5.1 Hyperlink tooltip

Toggles the display of the hyperlink tooltip On/Off.

BricsCAD only

Type:	Preference
Saved in:	Off

Possible values:	Off (0): Disable hyperlink tooltip On (1): Enable hyperlink tooltip

8.6 ERRNO system variable

8.6.1 Error number

Reports the error type which occurred in a LISP program.

Read-only

Type:	Short
Saved in:	Not saved
Default value:	0

8.7 EXPERT system variable

8.7.1 Expert

Specifies the display of certain prompts. If prompts are suppressed by EXPERT, the operation proceeds as though you entered y(es) at the suppressed prompt. EXPERT can affect scripts, menu macros, LISP and command functions.

Type:	Short
Saved in:	Not saved
Range:	0 to 5
Default value:	0
Possible values:	0: Issue all prompts normally 1: Suppress 'regen' and 'layer off' prompts 2: Also suppress 'block already defined' (BLOCK) and 'file already exists' (SAVE and WBLOCK) prompts 3: Also suppress 'linetype already loaded' prompt 4: Also suppress 'file already exists' (UCS and VPORTS Save) prompts 5: Also suppress 'dimstyle already exists' prompt

8.8 EXPINSALIGN system variable

8.8.1 Explorer Insert Aligned

Align blocks inserted from the Drawing Explorer with selected entities.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don't insert blocks aligned On (1): Insert blocks aligned

8.9 EXPINSANGLE system variable

8.9.1 Explorer Insert Angle

Rotation angle used when inserting blocks from the Drawing Explorer.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.0
Unit	degrees

8.10 EXPINSFIXANGLE system variable

8.10.1 Explorer Insert Fix Angle

Insert blocks from the Drawing Explorer at a fixed rotation angle.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On

Possible values:	Off (0): Don't insert blocks at fixed angle On (1): Insert blocks at fixed angle

8.11 EXPINSFIXSCALE system variable

8.11.1 Explorer Insert Fix Scale

Insert blocks from the Drawing Explorer at a fixed scale.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't insert blocks at fixed scale On (1): Insert blocks at fixed scale

8.12 EXPINSSCALE system variable

8.12.1 Explorer Insert Scale

Scale factor used when inserting blocks from the Drawing Explorer.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	1.0

8.13 EXPLMODE system variable

8.13.1 Explode mode

Specifies whether EXPLODE applies to nonuniformly scaled (NUS) blocks.

Type:	Boolean
Saved in:	Registry
Range:	On

Possible values:	Off (0): Don't explode nonuniformly scaled blocks On (1): Explode nonuniformly scaled blocks

8.14 EXPORTACISFORMATVERSION system variable

8.14.1 ACIS export format version

Defines the ACIS file version to export.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	0
Possible options:	0: Latest available 1: R18 2: R19 3: R20 4: R21 5: R22 6: R23 7: R24 8: R25 9: 2016 10: 2017 11: 2018 12: 2019 13: 2020 14: 2021

8.15 EXPORTMODELSPACE system variable

8.15.1 Export model space

Specifies what part of the drawing to export from model space to a DWF, DWFx or PDF file.

Type:	Short
Saved in:	Drawing
Range:	0 to 2

Default value:	0
Possible values:	0: Display 1: Extents 2: Window

8.16 EXPORTPAGESETUP system variable

8.16.1 Export page setup

Specifies if the current page setup is used when exporting to a DWF, DWFx or PDF file.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible values:	0: Default 1: Override

8.17 EXPORTPAPERSPACE system variable

8.17.1 Export paper space

Specifies what part of the drawing to export from paper space to a DWF, DWFx or PDF file.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible values:	0: Current layout 1: All layouts

8.18 EXTMAX system variable

8.18.1 Extents maximum

Shows the coordinates of the upper-right point of the drawing extents. It increases as new entities are created outside the existing extents.

Read-only

Type:	3D point
Saved in:	Drawing

8.19 EXTMIN system variable

8.19.1 Extents minimum

Shows the coordinates of the lower-left point of the drawing extents.

Read-only

Type:	3D point
Saved in:	Drawing

8.20 EXTNAMES system variable

8.20.1 Extend names

Specifies the parameters for the names of named entities (e.g. linetypes and layers) saved in symbol tables.

Type:	Boolean
Saved in:	Drawing
Default value:	1
Possible values:	Off (0): Names up to 31 characters On (1): Names up to 255 characters

9. F

9.1 FACETRATIO system variable

9.1.1 Faceting aspect ratio

Specifies the aspect ratio of faceting for cylindrical and conic ACIS solids.

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Default value:	0
Possible values:	0: Creates an N by 1 mesh for cylindrical and conic ACIS solids 1: Creates an N by M mesh for cylindrical and conic ACIS solids

9.2 FACETRES system variable

9.2.1 Facet resolution

Specifies the smoothness of shaded, rendered and hidden lines views. For large values there can be significant impact on memory usage and performance.

Type:	Real
Saved in:	Drawing
Range:	0.01 to 10.0
Default value:	0.5

9.3 FBXEXPORTCAMERAS system variable

9.3.1 Fbx Export Cameras

Specifies whether to export the cameras from model space.

BricsCAD only

Type:	Boolean
Saved in:	Preference

Default value:	On
Possible values:	Off (0): Disable export of cameras On (1): Enable export of cameras

9.4 FBXEXPORTENTITIES system variable

9.4.1 Fbx Export Entities

Specifies whether to export the entities from model space.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable export of entities On (1): Enable export of entities

9.5 FBXEXPORTENTITIESSELTYPE system variable

9.5.1 Fbx entities to export

Specifies the type of displayed entities that gets exported.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	0
Possible values:	0: Visible Entities 1: Selected Entities

9.6 FBXEXPORTLIGHTS system variable

9.6.1 Fbx Export Lights

Specifies whether to export the lights from model space.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable export of lights On (1): Enable export of lights

9.7 FBXEXPORTMATERIALS system variable

9.7.1 Fbx Export Materials

Specifies whether to export the materials from model space.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable export of materials On (1): Enable export of materials

9.8 FBXEXPORTTEXTURES system variable

9.8.1 Fbx Export Textures

Set type for the export of materials.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2

Default value:	0
Possible values:	0: Embed 1: Reference 2: Copy textures to location

9.9 FBXEXPORTTEXTURESPATH system variable

9.9.1 FBX Export Textures path

Specifies the folder path where textures are copied when exporting a model to FBX file format. This setting is only used when the FBXEXPORTTEXTURES system variable is set to 2.

BricsCAD only

Type:	String Standard
Saved in:	Preference

9.10 FEATURECOLORS system variable

9.10.1 Feature colors

Specifies if the solid faces are colored by specified color of related feature.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	ON
Possible options:	On (1): Solid faces are colored by specified color of related feature Off (0): All feature faces are colored with the default 3d solid color.

9.11 FIELDDISPLAY system variable

9.11.1 Field display

Specifies whether a gray fill is used to display a field.

Type:	Boolean
Saved in:	Registry

Default value:	On
Possible values:	Off (0): No gray background On (1): Gray background

9.12 FIELDEVAL system variable

9.12.1 Field update mode

Specifies the way fields are updated. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Drawing
Range:	0 to 31
Default value:	31
Possible options:	0: Not updated 1: Updated on open 2: Updated on save 4: Updated on plot 8: Updated on use of ETRANSMIT 16: Updated on regeneration

9.13 FILEDIA system variable

9.13.1 File dialog

Toggles the display of file dialog boxes. If FILEDIA is Off, you can still get a file dialog if you type a tilde (~) at the command prompt. This procedure also counts for LISP functions and command fields in tool definitions.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don’t display file dialog boxes On (1): Display file dialog boxes

9.14 FILLETRAD system variable

9.14.1 Fillet radius

The last radius used with the FILLET command.

Type:	Real
Saved in:	Drawing
Default value:	0.5

9.15 FILLMODE system variable

9.15.1 Fill mode

Specifies whether multilines, traces, solids, hatches (including solid-fill), and wide polylines are filled in. If FILLMODE is off, all filled entities display and print as outlines, this will also reduce the time it takes to display or print a drawing.

Type:	Boolean
Saved in:	Drawing
Range:	On
Possible values:	Off (0): Entities are not filled On (1): Entities are filled

9.16 FLOORTOFLOORDISTANCE system variable

9.16.1 Floor to floor distance

Sets the distance between the top faces of floor slabs of subsequent stories, when using BIMQUICKDRAW.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	3250 mm / 10'-10"

9.17 FONTALT system variable

9.17.1 Alternate font

Specifies the font which will be used if a text font cannot be found.

Type:	String
Saved in:	Registry
Default value:	simplex.shx

9.18 FONTMAP system variable

9.18.1 Font mapping file

Specifies the font mapping file.

Type:	String
Saved in:	Registry
Default value:	default.fmp

9.19 FRAME system variable

9.19.1 Frame

Specifies the visibility of frames for external references, images and underlays. It overrides the individual IMAGEFRAME, DWFFRAME, PDFFRAME, DGNFRAME, and XCLIPFRAME settings.

Type:	Short
Saved in:	Drawing
Range:	0 to 3
Default value:	3
Possible values:	0: Hide frames 1: Display and plot frames 2: Display but do not plot frames 3: Use individual settings for different underlays, external references and images

9.20 FRAMESELECTION system variable

9.20.1 Frame selection

Specifies whether the hidden frame of an image, underlay, clipped xref, or wipeout can be selected.

Type:	Boolean
Saved in:	Registry
Default value:	1
Possible values:	Off (0): Hidden frames cannot be selected On (1): Hidden frames can be selected

9.21 FRONTZ system variable

9.21.1 Front clipping plane offset

Specifies the current viewport's front clipping plane offset from the target plane, expressed in drawing units. Clipping planes are used in the CLIPPING option of the DVIEW command.

Type:	Real
Saved in:	Drawing
Default value:	0.0

9.22 FULLOPEN system variable

9.22.1 Full open

Indicates the state of the current drawing: partially opened or fully opened.

Read-only

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Possible values:	0: Drawing is partially open 1: Drawing is fully open

10. G

10.1 GENERATEASSOCATTRS system variable

10.1.1 Generate associative attributes

Specifies whether associative attributes are generated for 3D entities.

BricsCAD only

Type:	Boolean
Saved in:	Workspace
Possible values:	Off (0): Do not generate associative attributes for 3D entities On (1): Generate associative attributes for 3D entities

10.2 GENERATEASSOCVIEWS system variable

10.2.1 Generate associative drawings

Specifies associativity between the 3D model and generated views (VIEWBASE) and calculated drawings (BIMSECTIONUPDATE). As a result dimensions are updated in the associated paperspace viewports and BIM section drawings.

BricsCAD only

Type:	Boolean
Saved in:	Workspace
Default value:	Off
Possible values:	Off (0): Disable associative dimensions On (1): Enable associative dimensions

10.3 GEOLATLONGFORMAT system variable

10.3.1 Geographic latitude/longitude format

Specifies the format of geographical latitude and longitude values.

Type:	Short
Saved in:	Drawing

Range:	0 to 1
Default value:	0
Possible values:	0: Decimal degrees 1: Degrees/minutes/seconds

10.4 GEOMARKERVISIBILITY system variable

10.4.1 Geographic marker visibility

Specifies the visibility of the geographic marker.

Type:	Boolean
Saved in:	Drawing
Default value:	On
Possible values:	Off (0): Geographic marker is not visible On (1): Geographic marker is visible

10.5 GEOMRELATIONS system variable

10.5.1 Geometric relationship indication

Specified geometric relationships are recognized during dragging 2D entity. And dragged entity is adjusted to satisfy recognized relationship. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	0
Possible options:	1: Recognize tangency relation 2: Recognize perpendicularity relation

10.6 GETSTARTED system variable

10.6.1 Get Started

Specifies whether the Launcher dialog is displayed each time BricsCAD starts up.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't show Launcher dialog On (1): Show Launcher dialog

10.7 GFANG system variable

10.7.1 Gradient fill angle

Specifies the angle of a gradient fill.

Type:	Real
Saved in:	Not saved
Default value:	0.0

10.8 GFCLR1 system variable

10.8.1 Gradient fill primary color

The first color of a gradient fill.

Type:	String
Saved in:	Not saved
Default value:	5

10.9 GFCLR2 system variable

10.9.1 Gradient fill secondary color

The second color of a gradient fill.

Type:	String
Saved in:	Not saved
Default value:	7

10.10 GFCLRLUM system variable

10.10.1 Gradient fill tint level

Specifies the tint intensity in a one-color gradient fill.

Type:	Real
Saved in:	Not saved
Default value:	1.0

10.11 GFCLRSTATE system variable

10.11.1 Number of colors for a gradient fill

Specifies number of colors (one or two) for a gradient fill.

Type:	Boolean
Saved in:	Not saved
Default value:	0
Possible values:	Off (0): Two colors On (1): One color

10.12 GFNAME system variable

10.12.1 Gradient fill name

Specifies the pattern of a gradient fill.

Type:	Short
Saved in:	Not saved

Range:	1 to 9
Default value:	1
Possible values:	1: LINEAR 2: CYLINDER 3: INVCYLINDER 4: SPHERICAL 5: HEMISPHERICAL 6: CURVED 7: INVSPHERICAL 8: INVHEMISPHERICAL 9: INVCURVED

10.13 GFSHIFT system variable

10.13.1 Gradient fill shift

Specifies whether the pattern in a gradient fill is centered or is shifted up and to the left.

Type:	Boolean
Saved in:	Not saved
Default value:	0
Possible values:	Off (0): Centered On (1): Shifted

10.14 GLSWAPMODE system variable

10.14.1 GL Swap Mode

Specifies the swap method used when drawing with the GL engine. Depending on the used hardware driver, the visual effect may differ by choosing between these options.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 4

Default value:	2
Possible values:	0: Call glCopyPixels to copy back to front, don't call glXSwapBuffers. 1: Call glCopyPixels to copy back to front, then call glXSwapBuffers. 2: Call glXSwapBuffers, don't call glCopyPixels. 3: Call glXSwapBuffers, then call glCopyPixels to copy front to back. 4: Do nothing - for testing purposes only.

10.15 GRADIENTCOLORBOTTOM system variable

10.15.1 Background gradient color bottom

Specifies the default bottom color for gradient backgrounds and also the default for solid view backgrounds.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	RGB:210,210,210”

10.16 GRADIENTCOLORMIDDLE system variable

10.16.1 Background gradient color middle

Specifies the default middle color for gradient backgrounds. This only applies if GRADIENTMODE is set to Three-color gradient.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	RGB:250,250,250”

10.17 GRADIENTCOLORTOP system variable

10.17.1 Background gradient color top

Specifies the default top color for gradient backgrounds.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	White

10.18 GRADIENTMODE system variable

10.18.1 Background gradient mode

Specifies if and how a gradient is to be applied in the default background (this is only used as a default value for the Background dialog).

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	0
Possible values:	0: No gradient background 1: Two-color gradient (top/bottom) 2: Three-color gradient (top/middle/bottom)

10.19 GRIDAXISCOLOR system variable

10.19.1 Grid axis color

Specifies the color of the grid axis lines.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	254

10.20 GRIDDISPLAY system variable

10.20.1 Grid display

Specifies how the grid is displayed. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Drawing
Range:	0 to 15
Default value:	2
Possible options:	0: Restrict to LIMITS area 1: Display beyond LIMITS area 2: Adaptive grid display 4: Allow subdivision below grid spacing 8: Follow Dynamic UCS

10.21 GRIDMAJOR system variable

10.21.1 Grid major

Specifies the frequency of major versus minor gridlines.

Type:	Short
Saved in:	Drawing
Range:	1 to 100
Default value:	5

10.22 GRIDMAJORCOLOR system variable

10.22.1 Grid major color

Specifies the color of the major grid lines.

BricsCAD only

Type:	Short

Saved in:	Registry
Range:	1 to 255
Possible values:	251

10.23 GRIDMINORCOLOR system variable

10.23.1 Grid minor color

Specifies the color of the minor grid lines.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	250

10.24 GRIDMODE system variable

10.24.1 Grid mode

Turns the grid on or off.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Grid off On (1): Grid on

10.25 GRIDSTYLE system variable

10.25.1 Grid style

Specifies whether the grid is displayed with dots or lines. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	0 to 7
Default value:	0
Possible options:	0: Lined grid 1: Dotted grid in 2D model space 2: Dotted grid in Block Editor 4: Dotted grid in Sheet/Layout

10.26 GRIDUNIT system variable

10.26.1 Grid unit

Specifies the X and Y grid spacing for the current viewport.

Type:	2D point
Saved in:	Drawing
Default value:	0.5,0.5

10.27 GRIDXYZTINT system variable

10.27.1 Grid XYZ tint

Specifies whether the XYZ tints are to be applied over the color of the grid lines. (XYZ tints are stored in COLORX, COLORY, COLORZ variables). The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 7
Default value:	1

Possible options:	1: Apply XYZ tint to grid axis lines 2: Apply XYZ tint to major grid lines 4: Apply XYZ tint to minor grid lines

10.28 GRIPBLOCK system variable

10.28.1 Grips in blocks

Specifies the display of grips for entities within a selected block. The insertion point of the block is displayed regardless of this setting.

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Doesn't display grips of entities within the block On (1): Displays grips of entities within the block

10.29 GRIPCOLOR system variable

10.29.1 Grip color

Specifies the color of unselected grips (drawn as box outlines). Values between 1 and 255 are accepted.

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	72

10.30 GRIPDYNCOLOR system variable

10.30.1 Dynamic grip color

Specifies the color of custom grips for dynamic blocks. Values between 1 and 255 are accepted. (Not yet supported)

Type:	Short

Saved in:	Registry
Range:	1 to 255
Default value:	140

10.31 GRIPHOT system variable

10.31.1 Selected grip color

Specifies the color of selected grips (hot grips), which are drawn as filled boxes.

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	240

10.32 GRIPHOVER system variable

10.32.1 Hover grip color

Specifies the fill color of an unselected grip when the cursor pauses over it. Values between 1 and 255 are accepted.

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	150

10.33 GRIPOBJLIMIT system variable

10.33.1 Grip object limit

The display of grips is suppressed, if the number of selected entities exceeds the value of this settings variable. If set to 0, grips are always displayed. Values between 0 and 32767 are accepted.

Type:	Short

Saved in:	Registry
Range:	0 to 32767
Default value:	100

10.34 GRIPS system variable

10.34.1 Grips

Specifies the display of grips on selected entities.

Type:	Short
Saved in:	Registry
Default value:	2
Possible values:	0: Turn off grips 1: Turn on endpoint grips 2: Turn on endpoint and midpoint grips

10.35 GRIPSIZE system variable

10.35.1 Grip size

Specifies the size of the grip box (in pixels). Values between 1 and 255 are accepted.

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	4

10.36 GRIPTIPS system variable

10.36.1 Grip tips

Specifies whether grip tips display when the cursor hovers over grips on custom entities or dynamic blocks that support grip tips. (Not yet supported)

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't display grip tips On (1): Display grip tips

10.37 GSDEVICETYPE2D system variable

10.37.1 2D graphic system device

Specifies the current graphic system device for wireframe output. The GDI+ option is strongly recommended. Additional options are available only for testing purposes.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	0
Possible values:	0: GDI+ 1: OpenGL (not recommended, available only for testing) 2: RedOpenGL (not recommended, available only for testing) 3: GDI (not recommended, available only for testing)

10.38 GSDEVICETYPE3D system variable

10.38.1 3D graphic system device

Set current graphic system device for rendered output for Hidden, Gouraud (with edges) and Flat (with edges) visual styles. Other rendered visual styles (such as modeling, realistic) will always use RedOpenGL device.

BricsCAD only

Type:	Short
Saved in:	Preference

Range:	0 to 1
Default value:	1
Possible values:	0: OpenGL 1: RedOpenGL

11. H

11.1 HALOGAP system variable

11.1.1 Halo gap

Specifies whether a gap is to be displayed if an entity is hidden by another entity. To be specified as a percent of one drawing unit, independent of the zoom level. HALOGAP applies to 2D views only.

Type:	Short
Saved in:	Drawing
Range:	0 to 100
Default value:	0

11.2 HANDLES system variable

11.2.1 Publish Handles

Shows whether object handles can be accessed by applications or not.

Read-only

Type:	Boolean
Saved in:	Drawing
Default value:	On
Possible values:	Off (0): Handles cannot be accessed by applications On (1): Handles can be accessed by applications

11.3 HANDSEED system variable

11.3.1 Handle seed

Starting handle for creating new entities.

BricsCAD only

Read-only

Type:	String

Saved in:	Not saved
Default value:	25

11.4 HIDEPRECISION system variable

11.4.1 Hide and shade precision

Specifies the accuracy of hides and shades. If set to 1 (double precision) more memory is needed, which might affect performance.

Type:	Short
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): Double precision off On (1): Double precision on

11.5 HIDESYSTEMPRINTERS system variable

11.5.1 Hide system printers

Specifies whether system printers are shown.

Type:	Boolean
Saved in:	Preference
Default value:	Off

11.6 HIDETEXT system variable

11.6.1 Hide text on HIDE

Specifies whether the HIDE command processes text entities.

Type:	Short
Saved in:	Drawing
Range:	0 to 1

Default value:	1
Possible values:	0: Text is not hidden and does not hide other entities 1: Text is hidden but does hide other entities

11.7 HIDEXREFSCALES system variable

11.7.1 Hide xref scales

Hides scales that come from external references.

Type:	Boolean
Saved in:	Not saved
Default value:	On
Possible values:	Off (0): Don't hide xref scales On (1): Hide xref scales

11.8 HIGHLIGHT system variable

11.8.1 Highlight

Specifies if entities highlight on screen when selected.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Entity selection highlighting off On (1): Entity selection highlighting on

11.9 HIGHLIGHTCOLOR system variable

11.9.1 Selection Highlight Color

Specifies which highlight color to be used when GLSelectionHighlightStyle is set to "Use a different color for highlight".

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	142

11.10 HIGHLIGHTEFFECT system variable

11.10.1 Selection Highlight Style

Specifies which highlight method to be used.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible values:	0: Use line stipple for highlight (default). 1: Use a different color for highlight. 2: Use a thickened line for highlight. 3: Use a different color and thickened line for highlight.

11.11 HORIZONBKG_ENABLE system variable

11.11.1 Horizon background

Specifies whether horizon background should be enabled for perspective views.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable horizon background On (1): Enable horizon background

11.12 HORIZONBKG_GROUNDHORIZON system variable

11.12.1 Ground horizon

Specifies the color of the ground horizon.

Type:	String
Saved in:	Preference
Default value:	RGB:67,74,80"

11.13 HORIZONBKG_GROUNDORIGIN system variable

11.13.1 Ground origin

Specifies the color of the ground origin.

Type:	String
Saved in:	Preference
Default value:	RGB:95,103,112"

11.14 HORIZONBKG_SKYHIGH system variable

11.14.1 Sky high

Specifies the color of the higher regions of the sky.

Type:	String
Saved in:	Preference
Default value:	RGB:204,229,234"

11.15 HORIZONBKG_SKYHORIZON system variable

11.15.1 Sky horizon

Specifies the color at the lowest part of the sky at the horizon. This effect can be very subtle. This color is also used as the color of the "sky" when the camera would look below the earth.

Type:	String

Saved in:	Preference
Default value:	RGB:238,248,250"

11.16 HORIZONBKG_SKYLOW system variable

11.16.1 Sky low

Specifies the color of the lower regions of the sky.

Type:	String
Saved in:	Preference
Default value:	RGB:238,248,250"

11.17 HOTKEYASSISTANT system variable

11.17.1 Hotkey Assistant

Specifies whether to display the Hotkey Assistant widget or not.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don’t show Hotkey Assistant widget On (1): Show Hotkey Assistant widget

11.18 HPANG system variable

11.18.1 Hatch pattern angle

Stores the hatch pattern angle.

Type:	Real
Saved in:	Not saved
Default value:	0.0

11.19 HPANNOTATIVE system variable

11.19.1 Hatch pattern annotative

Specifies whether a new hatch pattern is annotative.

Type:	Boolean
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): Hatch pattern is not annotative On (1): Hatch pattern is annotative

11.20 HPASSOC system variable

11.20.1 Hatch pattern associativity

Specifies whether new hatch patterns and gradient fills are associative or not. Associative hatches and gradient fills are updated automatically when their boundaries change.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don’t associate hatch patterns and gradient fills with their boundaries On (1): Associate hatch patterns and gradient fills with their boundaries

11.21 HPBACKGROUNDCOLOR system variable

11.21.1 Hatch background default color

The background color of a hatch. Enter '.' for none.

Type:	String
Saved in:	Drawing
Default value:	.

11.22 HPBOUND system variable

11.22.1 Hatch pattern boundary

Specifies the entity type (region or polyline) created by BHATCH and BOUNDARY.

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Default value:	1
Possible values:	0: Region 1: Polyline

11.23 HPBOUNDRETAIN system variable

11.23.1 Hatch pattern boundary retain

Specifies whether HATCH/BHATCH commands will create boundary entities.

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Default value:	0
Possible values:	0: do not create boundary entities 1: create boundary entities

11.24 HPCOLOR system variable

11.24.1 Hatch default color

The foreground color of a hatch. Enter '.' to use the current color, as defined in CECOLOR.

Type:	String
Saved in:	Drawing

Default value:	.

11.25 HPDOUBLE system variable

11.25.1 Hatch pattern doubling

Specifies whether user-defined patterns create a single hatch or a cross hatch.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Hatch pattern doubling off On (1): Hatch pattern doubling on

11.26 HPDRAWORDER system variable

11.26.1 Hatch pattern draw order

Specifies the draw order of hatches and gradient fills. The Draw Order setting from the Hatch and Gradient dialog is saved here.

Type:	Short
Saved in:	Not saved
Range:	0 to 4
Default value:	3
Possible values:	0: None 1: Send to back 2: Bring to front 3: Send behind boundary 4: Bring in front of boundary

11.27 HPGAPTOL system variable

11.27.1 Hatch pattern gap tolerance

Specifies a tolerance to be used when entities are not completely closed when generating a boundary for BHATCH or BOUNDARY. The Tolerance setting from the Hatch and Gradient dialog is saved here. The

default value is 0: the tolerance is set by the application, based on the current view size. When zoomed in closely, boundary detection will fail; when zooming out further so the contour 'looks' closed, the boundary will become detected. Values greater than 0 define the maximum gap in drawing units.

Type:	Real
Saved in:	Registry
Range:	0 or greater
Default value:	0.0

11.28 HPISLANDDETECTION system variable

11.28.1 Hatch pattern island detection

Specifies islands processing within the hatch boundary.

Type:	Short
Saved in:	Not saved
Range:	0 to 2
Default value:	0
Possible values:	0: Nested. Hatches areas within islands. 1: Outer. Hatches areas outside of islands. 2: Ignore. Hatches whole the boundary.

11.29 HPLAYER system variable

11.29.1 Default layer for new hatches

Stores the default layer for new hatches.

Type:	String
Saved in:	Drawing
Default value:	0

11.30 HPLINETYPE system variable

11.30.1 Hatch pattern linetype

Specifies the display of non-continuous linetypes for hatch patterns.

When turned off, lines in the hatch pattern display as continuous, even if a non-continuous linetype is applied to the hatch entity. When turned on, lines in the hatch pattern display with the linetype that's applied to the hatch entity. This is not recommended because it can impact performance. Instead, you can choose a hatch pattern that is predefined with a non-continuous linetype.

Type:	Boolean
Saved in:	Registry
Range:	Off
Possible values:	Off (0): Don't apply non-continuous linetypes to hatch entities On (1): Apply non-continuous linetypes to hatch entities

11.31 HPMAXAREAS system variable

11.31.1 Fill mode for sparse hatches

Specifies how sparse hatches are filled.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	0: Sparse hatches are left blank 1: Sparse hatches are changed to solid fills

11.32 HPNAME system variable

11.32.1 Hatch pattern name

Stores the default hatch pattern name.

Type:	String

Saved in:	Not saved

11.33 HPOBJWARNING system variable

11.33.1 Hatch pattern object warning

Specifies how many hatch boundary entities can be selected before a warning message appears.

Type:	Long
Saved in:	Registry
Range:	1 to 100000000
Default value:	10000

11.34 HPORIGIN system variable

11.34.1 Hatch pattern origin

Stores the origin point for new hatches, relative to the current UCS.

Type:	2D point
Saved in:	Drawing
Default value:	0,0

11.35 HPSCALE system variable

11.35.1 Hatch pattern scale

Stores the hatch pattern scale factor.

Type:	Real
Saved in:	Not saved
Default value:	1.0

11.36 HPSEPARATE system variable

11.36.1 Hatch pattern separate

Specifies whether the HATCH command creates a single hatch pattern object or separate entities when several hatch boundaries are selected.

Type:	Boolean
Saved in:	Registry
Range:	Off
Possible values:	Off (0): Don't create separate hatches On (1): Create separate hatches

11.37 HPSPACE system variable

11.37.1 Hatch pattern spacing

Specifies the hatch pattern line spacing for user-defined hatch patterns.

Type:	Real
Saved in:	Not saved
Default value:	1.0

11.38 HPTRANSPARENCY system variable

11.38.1 Default transparency for new hatches

Specifies the default transparency level for new hatches.

Type:	String
Saved in:	Drawing
Default value:	.

Possible values:	.: Use current ByLayer: Apply the layer's transparency ByBlock: Apply the block's transparency 0: Apply no transparency (fully opaque) 0-90: Apply transparency percentage from least (1) to most (90) transparent

11.39 HYPERLINKBASE system variable

11.39.1 Hyperlink base

Specifies the path for relative hyperlinks in the drawing.

Type:	String Standard
Saved in:	Drawing

12. I

12.1 IMAGECACHEFOLDER system variable

12.1.1 Image disk cache folder

Specifies the folder where temporary image cache files are stored.

BricsCAD only

Type:	String Standard
Saved in:	Preference
Default value:	{User}AppData/Local/Temp/ImageCache

12.2 IMAGECACHEMAXMEMORY system variable

12.2.1 Maximum used memory

Maximum size of in-memory image cache, in MiB (mebibyte).

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	160

12.3 IMAGEDISKCACHE system variable

12.3.1 Image disk cache

Enable image disk cache.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable image disk cache On (1): Enable image disk cache

12.4 IMAGEFRAME system variable

12.4.1 Image frame

Specifies the visibility of image frames.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	1
Possible values:	0: Hide image frames 1: Display and plot image frames 2: Display but do not plot image frames

12.5 IMAGEHLT system variable

12.5.1 Image highlight

Specifies whether the entire raster image highlights or only the raster image frame when selected.

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Don’t highlight entire raster image On (1): Highlight entire raster image

12.6 IMAGENOTIFY system variable

12.6.1 Image notify

Enables/disables the notification about missing raster images when opening the parent drawing.

BricsCAD only

Type:	Boolean
Saved in:	Registry

Default value:	Off
Possible values:	Off (0): Disable image notification On (1): Enable image notification

12.7 IMPORTCUIFILEEXISTS system variable

12.7.1 Import cui file exists

Specifies what to do when a CUI file exists already while importing a MNU or CUIX file.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	0 to 2
Possible values:	0: Prompt 1: Overwrite 2: Rename

12.8 IMPORTPRODUCTSTRUCTURE system variable

12.8.1 Product structure

Defines the way Product structure is represented in the imported model. The option [2] performs automatic BMMECH operation after import and is valid for Pro or higher license level. Otherwise, it works as [1]

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: None 1: As blocks 2: As mechanical components (Pro license is required)

12.9 IMPORTREPAIR system variable

12.9.1 Repair model on import

The DMAUDITALL command is executed when importing a model. 3D geometry is analyzed and problems are fixed automatically.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): The DMAUDITALL command is not executed when importing a model On (1): The DMAUDITALL command is executed when importing a model

12.10 INCLUDEPLOTSTAMP system variable

12.10.1 Include Plot Stamp

Specifies whether to include the plot stamp when printing.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't include Plot Stamp On (1): Include Plot Stamp

12.11 INDEXCTL system variable

12.11.1 Index control

Specifies whether layer and/or spatial indexes are created and saved. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Drawing

Range:	0 to 3
Default value:	0
Possible options:	0: No indexes 1: Layer index 2: Spatial index

12.12 INETLOCATION system variable

12.12.1 Internet location

Default website for the BROWSER command.

Type:	String
Saved in:	Registry
Default value:	"http://www.bricsys.com"

12.13 INSBASE system variable

12.13.1 Insertion base point

Stores the drawing's insertion point when inserted into other drawings. INSBASE is set by the BASE command and expressed as a UCS coordinate for the current space.

Type:	3D point
Saved in:	Drawing
Default value:	0,0,0

12.14 INSNAME system variable

12.14.1 Insertion name

Stores the default block name for the INSERT command.

Type:	String
Saved in:	Drawing

Default value:	

12.15 INSUNITS system variable

12.15.1 Insertion units

Specifies a drawing-units value for automatic scaling when inserting or attaching blocks, images, or xrefs. When both INSUNITS and PROPUNITS are on, length, area, volume and/or inertia properties will be formatted with their unit.

Type:	Short
Saved in:	Drawing
Range:	0 to 24
Default value:	1
Possible values:	0: Unspecified (No units) 1: Inches 2: Feet 3: Miles 4: Millimeters 5: Centimeters 6: Meters 7: Kilometers 8: Microinches 9: Mils 10: Yards 11: Ångströms 12: Nanometers 13: Microns 14: Decimeters 15: Decameters 16: Hectometers 17: Gigameters 18: Astronomical Units 19: Light-years 20: Parsecs 21: US Survey Feet 22: US Survey Inch 23: US Survey Yard 24: US Survey Mile

12.16 INSUNITSDEFSOURCE system variable

12.16.1 Insertion units default source

Specifies the source content units value. If INSUNITS in the source drawing is Unspecified, INSUNITSDEFSOURCE is used instead.

Type:	Short
Saved in:	Registry
Range:	0 to 24
Default value:	0
Possible values:	0: Unspecified (No units) 1: Inches 2: Feet 3: Miles 4: Millimeters 5: Centimeters 6: Meters 7: Kilometers 8: Microinches 9: Mils 10: Yards 11: Ångströms 12: Nanometers 13: Microns 14: Decimeters 15: Decameters 16: Hectometers 17: Gigameters 18: Astronomical Units 19: Light-years 20: Parsecs 21: US Survey Feet 22: US Survey Inch 23: US Survey Yard 24: US Survey Mile

12.17 INSUNITSDEFTARGET system variable

12.17.1 Insertion units default target

Specifies the target drawing units value if INSUNITS is zero. Values between 0 and 24 are accepted.

Type:	Short
Saved in:	Registry
Range:	0 to 24
Default value:	0
Possible values:	0: Unspecified (No units) 1: Inches 2: Feet 3: Miles 4: Millimeters 5: Centimeters 6: Meters 7: Kilometers 8: Microinches 9: Mils 10: Yards 11: Ångströms 12: Nanometers 13: Microns 14: Decimeters 15: Decameters 16: Hectometers 17: Gigameters 18: Astronomical Units 19: Light-years 20: Parsecs 21: US Survey Feet 22: US Survey Inch 23: US Survey Yard 24: US Survey Mile

12.18 INSUNITSSCALING system variable

12.18.1 Insertion units scaling

Specifies how INSUNITS scaling is applied when inserting, importing and pasting data.

BricsCAD only

Type:	Short
Saved in:	Registry

Range:	0 to 3
Default value:	1
Possible values:	1: Enable INSUNITS scaling. When inserting or attaching Xrefs, Blocks or images the inserted content is scaled with respect to the value of INSUNITS in the target and source drawing. If INSUNITS in the source drawing is Unspecified, INSUNITSDEFSOURCE is used instead. If INSUNITS in the target drawing is Unspecified, INSUNITSDEFTARGET is used instead. 2: Use paper size unit instead of INSUNITS for insertions in paper space.

12.19 INTERFERECOLOR system variable

12.19.1 Interference color

Specifies the color of interference entities.

Type:	String
Saved in:	Drawing
Default value:	ByLayer

12.20 INTERFERELAYER system variable

12.20.1 Interference layer

Specifies the layer of interference entities.

BricsCAD only

Type:	String
Saved in:	Registry
Range:	
Default value:	"Interferences"

12.21 INTERFEREOBJVS system variable

12.21.1 Interference object visual style

Specifies the interference object visual style.

Type:	String
Saved in:	Drawing
Default value:	

12.22 INTERFEREVPVS system variable

12.22.1 Interference viewport visual style

Specifies the interference checking visual style for the viewport.

Type:	String
Saved in:	Drawing
Default value:	

12.23 INTERSECTIONCOLOR system variable

12.23.1 Intersection color

Specifies the polyline color at the intersection of 3D surfaces in 2D Wireframe views if INTERSECTIONDISPLAY is on. (Not supported yet)

Type:	Short
Saved in:	Drawing
Range:	0 to 257
Default value:	257
Possible values:	0: ByBlock 1 - 255: index 256: ByLayer 257: ByEntity

12.24 INTERSECTIONDISPLAY system variable

12.24.1 Intersection display

Toggles the display of polylines at the intersection of 3D surfaces in 2D Wireframe views. (Not supported yet)

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don't display intersection polylines On (1): Display intersection polylines

12.25 ISAVEBAK system variable

12.25.1 Incremental save backup

Specifies the creation of a backup file (BAK). Improves the speed of incremental saves if switched off, especially for large drawings.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't create BAK file On (1): Create BAK file

12.26 ISAVEPERCENT system variable

12.26.1 Save percent

Specifies the amount of wasted space tolerated in a drawing file expressed as a percentage of the total file size. If the estimate of wasted space exceeds the value set by ISAVEPERCENT, the next save will be a full save, which resets the wasted space estimate to 0. If set to zero, each save is a full save. Values between 0 and 100 are accepted.

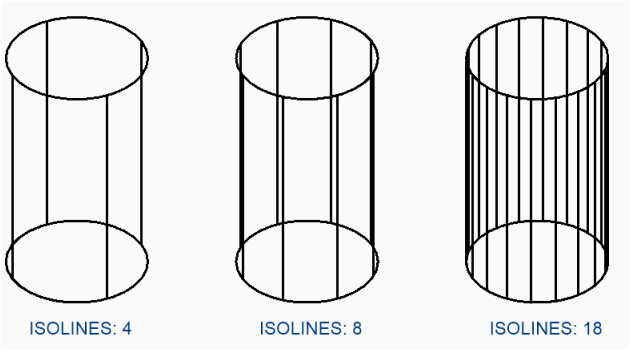
Type:	Short
Saved in:	Registry
Range:	0 to 100
Default value:	50

12.27 ISOLINES system variable

12.27.1 Isolines

Specifies the number of isolines (contour lines) on curved surfaces. To view changes on existing entities, perform a REGEN.

Type:	Short
Saved in:	Drawing
Range:	0 to 2047
Default value:	4



13. L

13.1 LASTANGLE system variable

13.1.1 Last angle

Specifies the end angle of the last arc drawn.

Read-only

Type:	Real
Saved in:	Not saved

13.2 LASTPOINT system variable

13.2.1 Last point

Specifies the coordinates of the last point entered. This is the value which is used when entering the '@' symbol at the Command line. Expressed as a UCS coordinate for the current space.

Type:	3D point
Saved in:	Not saved

13.3 LASTPROMPT system variable

13.3.1 Last prompt

Shows the last string echoed to the Command line.

Read-only

Type:	String
Saved in:	Not saved

13.4 LATITUDE system variable

13.4.1 Latitude

Specifies the latitude of the drawing in decimal format. Positive values represent northern latitudes and negative values represent southern latitudes.

Type:	Real

Saved in:	Drawing
Range:	-90.0 to 90.0
Default value:	37.795

13.5 LAYERFILTEREXCESS system variable

13.5.1 Layer Filter Excess

Specifies the maximum number of layer filters allowed in a drawing before suggesting some be removed. You can create any number of layer filters. However, if the number of layer filters exceeds this value and exceeds the number of layers, a message dialog displays the next time you open the drawing. It recommends deleting all layer filters to improve performance. When set to 0, the message is never displayed.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	250

13.6 LAYERPMODE system variable

13.6.1 Layer previous mode

Specifies tracking of changes made to layer settings.

Type:	Boolean
Saved in:	Registry
Range:	On
Possible values:	Off (0): Doesn't allow tracking of layer settings modification and enables LAYERP command On (1): Allows tracking of layer settings modification and enables LAYERP command

13.7 LAYLOCKFADECTL system variable

13.7.1 Locked layer fade control

Specifies the fading level for entities on locked layers to contrast them with entities on unlocked layers and reduces the visual complexity of a drawing. Entities on locked layers are still visible for reference and for object snapping. Non-positive values disable fading.

Type:	Short
Saved in:	Registry
Range:	-90 to 90
Default value:	50

13.8 LAYOUTREGENCTL system variable

13.8.1 Layout regeneration control

Specifies how the display of the Model tab and layout tabs is updated. If performance is poor in general or when switching between tabs, setting LAYOUTREGENCTL to 1 or 0 might improve performance.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: Always regenerate 1: Suppress regeneration for Model tab and last layout made current 2: Regenerate first time only

13.9 LAYOUTTAB system variable

13.9.1 Layout and model tabs

Specifies the display of Layout and Model tabs.

Type:	Boolean
Saved in:	Registry

Default value:	On
Possible values:	Off (0): Don’t show layout and model tabs On (1): Show layout and model tabs

13.10 LEGACYCODESEARCH system variable

13.10.1 Legacy code search mode

Specifies how BricsCAD searches for executable code in drawing folders.

Read-only

Type:	Boolean
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): Disable unsafe searching for executable code On (1): Enable unsafe searching for executable code

13.11 LENGTHUNITS system variable

13.11.1 Length units

Specifies a list of units used for displaying lengths when the length bit of PROPUNITS is on. If empty, all lengths are displayed in the current drawing unit.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	"in ft mi µm mm cm m km"

13.12 LENSLENGTH system variable

13.12.1 Lens length

Specifies the current viewport's lens length (in millimeters) used in perspective viewing.

Read-only

Type:	Real
Saved in:	Drawing
Range:	
Default value:	50.0
Unit	mm

13.13 LEVELOFDETAIL system variable

13.13.1 Length units

Controls the level of detail.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0
Possible values:	0: Low 2: High

13.14 LICFLAGS system variable

13.14.1 Licensed components

Specifies whether certain components are licensed or not. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Read-only

Type:	Short
Saved in:	Not saved
Range:	0 to 7
Default value:	0

Possible options:	0: No components licensed 1: VBA is licensed 2: Acis editing is licensed 4: Pro

13.15 LIGHTGLYPHCOLOR system variable

13.15.1 Color for light glyph

Specifies the color for light glyphs. Values between 1 and 255 are accepted.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 255
Default value:	30

13.16 LIGHTGLYPHDISPLAY system variable

13.16.1 Light glyph display

Specifies the display of light glyphs. A light glyph is a graphic symbol that represents point, spot, and web lights.

Type:	Boolean
Saved in:	Drawing
Default value:	On
Possible values:	Off (0): Don’t display light glyphs On (1): Display light glyphs

13.17 LIGHTINGUNITS system variable

13.17.1 Lighting units

Specifies if generic or photometric lighting is used, and sets the lighting units type.

Type:	Short

Saved in:	Drawing
Range:	0 to 2
Default value:	2
Possible values:	0: Generic lighting - this obsolete option can no longer be set but may exist in older drawings 1: Photometric lighting using American units (foot-candles) 2: Photometric lighting using International units (lux)

13.18 LIGHTWEBGLYPHCOLOR system variable

13.18.1 Color for web light glyph

Specifies the color for web light glyph. Values between 1 and 255 are accepted.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 255
Default value:	1

13.19 LIMCHECK system variable

13.19.1 Limits check

Specifies whether entities can be created outside the drawing limits or not.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Can create entities outside limits On (1): Cannot create entities outside limits

13.20 LIMMAX system variable

13.20.1 Limits maximum

Specifies the upper-right corner of the drawing limits, expressed in world coordinates.

Type:	2D point
Saved in:	Drawing
Default value:	12,9

13.21 LIMMIN system variable

13.21.1 Limits minimum

Specifies the lower-left corner of the drawing limits, expressed in world coordinates.

Type:	2D point
Saved in:	Drawing
Default value:	0,0

13.22 LINEARBRIGHTNESS system variable

13.22.1 Linear brightness

Specifies a scaling factor for the intensity of lights. A value between -10 and 10 is accepted. The default value of 0 results in no scaling. Smaller values decrease light intensity and bigger values increase light intensity. This setting can be specified per viewport.

Type:	Short
Saved in:	Drawing
Range:	-10 to 10
Default value:	0

13.23 LINEARCONTRAST system variable

13.23.1 Linear contrast

Specifies ambient light intensity. A value between -10 and 10 is accepted. A value of -10 results in maximum ambient light. A value of 10 results in no ambient light. This setting only has effect on materials that have a non-black ambient color. This setting can be specified per viewport.

Type:	Short
Saved in:	Drawing
Range:	-10 to 10
Default value:	0

13.24 LISPINIT system variable

13.24.1 LISP init

Specifies whether LISP variables and functions are preserved between drawings.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Preserved from drawing to drawing 1: Valid in current drawing only

13.25 LOADMECHANICAL2D system variable

13.25.1 Mechanical 2D enablers

Specifies whether or not demand loading of Mechanical 2D enablers is permitted.

BricsCAD only

Type:	Boolean
Saved in:	Registry

Default value:	Off
Possible values:	Off (0): Loading of Mechanical 2D enablers is not permitted On (1): Loading of Mechanical 2D enablers is permitted

13.26 LOCALE system variable

13.26.1 Locale

Shows the ISO language code of the current BricsCAD version.

Read-only

Type:	String
Saved in:	Not saved
Default value:	"en_US"

13.27 LOCALROOTPREFIX system variable

13.27.1 Local root prefix

Stores the full path to the root folder where local files for the current user, such as templates, were installed. The Template and Textures folders are in this location, and you can add any customizable files that you do not want to roam on the network. See ROAMABLEROOTPREFIX for the location of the roamable files.

Read-only

Type:	String Standard
Saved in:	Registry

13.28 LOCKUI system variable

13.28.1 Lock user interface elements

Specifies which user interface elements are locked to prevent accidental dragging. To override press the Ctrl (Windows) or Cmd (Mac) key while dragging. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short

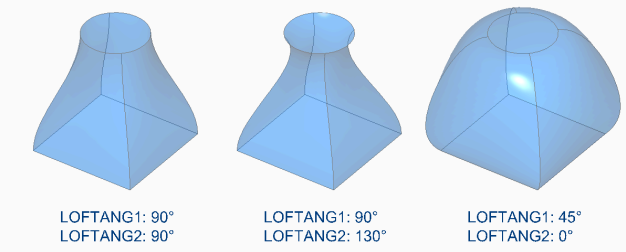
Saved in:	Registry
Range:	-7 to 7
Default value:	0
Possible options:	1: Lock docked toolbars 2: Lock docked panels 4: Lock floating panels and toolbars

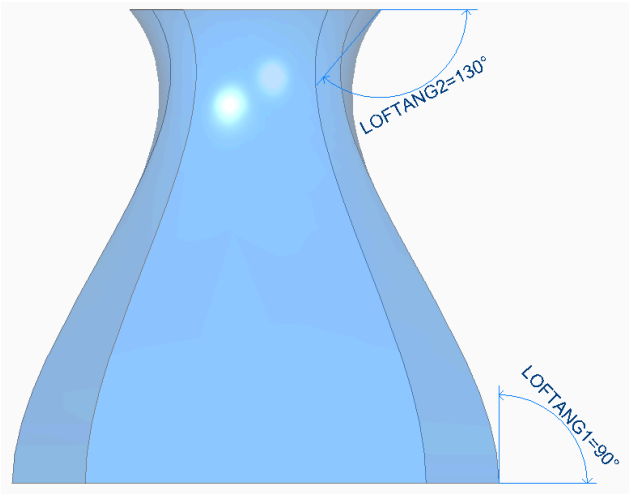
13.29 LOFTANG1 system variable

13.29.1 Loft angle 1

Specifies the draft angle through a loft operation's first cross section.

Type:	Real
Saved in:	Drawing
Range:	0.0 to 360.0
Default value:	90.0



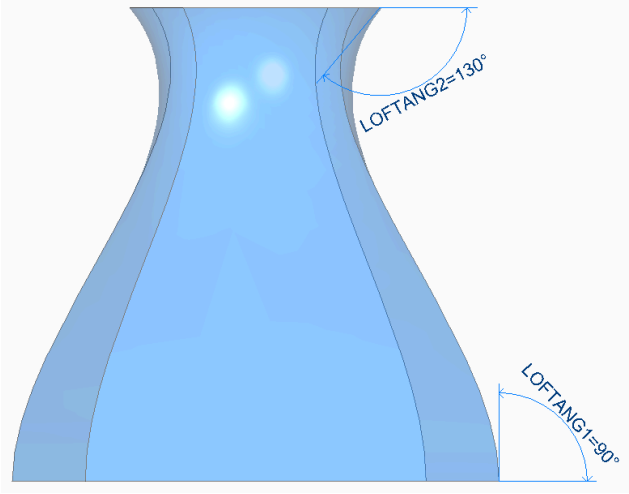


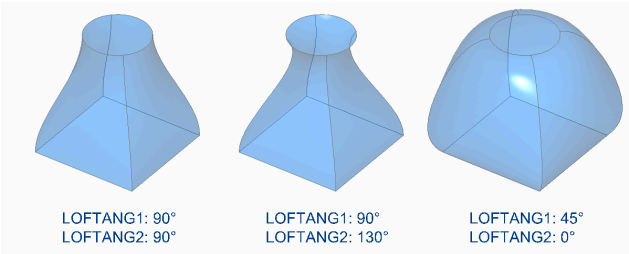
13.30 LOFTANG2 system variable

13.30.1 Loft angle 2

Specifies the draft angle through a loft operation's ending cross section.

Type:	Real
Saved in:	Drawing
Range:	0.0 to 360.0
Default value:	90.0



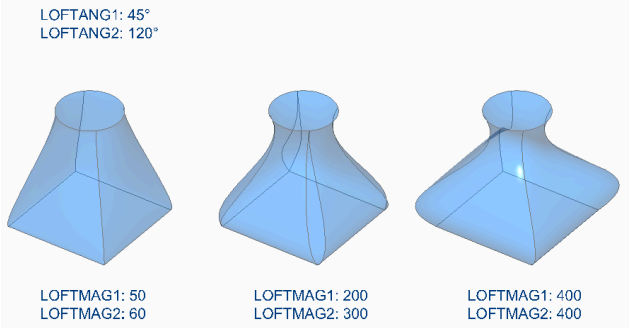


13.31 LOFTMAG1 system variable

13.31.1 Loft magnitude 1

Specifies the draft angle magnitude through a loft operation's first cross section.

Type:	Real
Saved in:	Drawing
Default value:	0.0

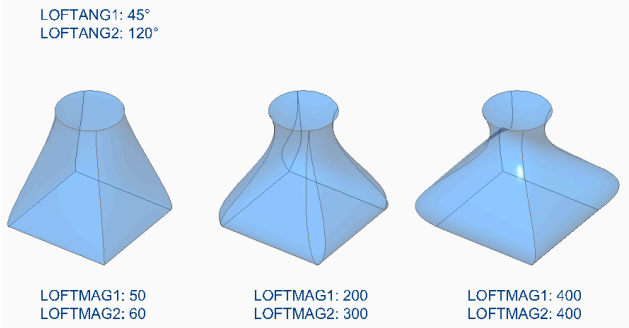


13.32 LOFTMAG2 system variable

13.32.1 Loft magnitude 2

Specifies the draft angle magnitude through a loft operation's second cross section.

Type:	Real
Saved in:	Drawing
Default value:	0.0



13.33 LOFTNORMALS system variable

13.33.1 Loft normals

Specifies the normals of lofted entities as they pass through cross sections.

Type:	Short
Saved in:	Drawing
Range:	0 to 6
Default value:	1
Possible values:	0: Ruled surface 1: Smooth surface 2: Surface is normal to the first cross section 3: Surface is normal to the last cross section 4: Surface is normal to the first and last cross sections 5: Surface is normal to all cross sections 6: Surface uses draft angle and magnitude

13.34 LOFTPARAM system variable

13.34.1 Loft param

Specifies the shape of lofted surfaces and solids. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Drawing
Range:	0 to 15

Default value:	7
Possible options:	0: No parameters 1: No twist between cross sections 2: Align directions of cross sections 4: Create simple surfaces and solids 8: Close between the starting and ending cross sections

13.35 LOGFILEMODE system variable

13.35.1 Log file mode

Specifies whether a logfile is maintained or not. A logfile contains each executed command. These logfiles are saved in the folder specified by the LOGFILEPATH system variable.

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Don't maintain log file On (1): Maintain log file

13.36 LOGFILENAME system variable

13.36.1 Log file name

Specifies the name of the log file.

Read-only

Type:	String
Saved in:	Not saved

13.37 LOGFILEPATH system variable

13.37.1 Log file path

Specifies the path of the log file.

Type:	String Standard

Saved in:	Registry

13.38 LOGGEDIN system variable

13.38.1 Logged in

Specifies if you are logged in to your Bricsys account.

BricsCAD only

Read-only

Type:	Boolean
Saved in:	Registry

13.39 LOGINNAME system variable

13.39.1 Login name

Shows the Windows login name which is saved with the file properties statistics of the drawing.

Read-only

Type:	String
Saved in:	Not saved

13.40 LONGITUDE system variable

13.40.1 Longitude

Specifies the longitude of the drawing in decimal format. Positive values represent east longitudes.

Type:	Real
Saved in:	Drawing
Range:	-180.0 to 180.0
Default value:	-122.394

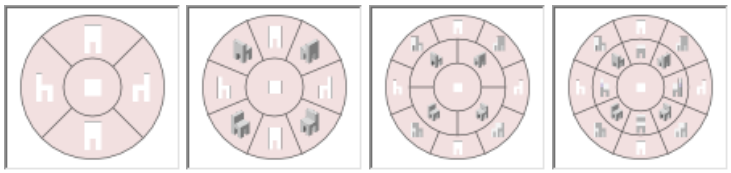
13.41 LOOKFROMDIRECTIONMODE system variable

13.41.1 LookFrom direction mode

Specifies how many view directions can be selected in isometric mode. Holding the Ctrl (Windows) or Cmd (Mac) key switches from top-down to bottom-up directions.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	1
Possible values:	0: orthogonal only (6 directions) 1: no flat view at corners (14 directions) 2: 4 top/down corners(18 directions) 3: 8 top/down corners(26 directions)



13.42 LOOKFROMFEEDBACK system variable

13.42.1 LookFrom feedback

Specifies whether the LookFrom control displays messages in tooltips or on the status bar.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	
Default value:	1

Possible values:	0: No tooltips 1: Tooltips next to the Look From control 2: Tooltips in the status bar

13.43 LOOKFROMZOOMEXTENTS system variable

13.43.1 LookFrom zoom extents

Specifies whether LookFrom will zoom extents whenever a view direction is selected.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Range:	On
Possible values:	Off (0): Zoom extents off On (1): Zoom extents on

13.44 LTGAPSELECTION system variable

13.44.1 Linetype gap selection

Specifies whether selection or snapping to the gaps on entities defined with non-continuous linetype is possible.

Type:	Boolean
Saved in:	Registry
Range:	Off
Possible values:	Off (0): No selection or snapping within gaps (legacy behavior) On (1): Selection or snapping within gaps

13.45 LTSCALE system variable

13.45.1 Linetype scale

Stores the global linetype scale factor.

Type:	Real

Saved in:	Drawing
Default value:	1.0

13.46 LUNITS system variable

13.46.1 Linear unit type

Specifies linear units for creating entities.

Type:	Short
Saved in:	Drawing
Range:	1 to 5
Default value:	2
Possible values:	1: Scientific 2: Decimal 3: Engineering 4: Architectural 5: Fractional

13.47 LUPREC system variable

13.47.1 Linear unit precision

Specifies the number of decimal places displayed for linear units.

Type:	Short
Saved in:	Drawing
Range:	0 to 8
Default value:	4

Possible values:	0 1: 0.0 2: 0.00 3: 0.000 4: 0.0000 5: 0.00000 6: 0.000000 7: 0.0000000

13.48 LWDEFAULT system variable

13.48.1 Default lineweight

Specifies the default lineweight (in hundredths of millimeters).

Type:	Short
Saved in:	Registry
Range:	0 to 211
Default value:	25
Possible values:	-3: Default (defined by LWDEFAULT) -2: ByBlock -1: ByLayer 0 - 211: Lineweight value in hundredths of millimeters

13.49 LWDISPLAY system variable

13.49.1 Lineweight display

Specifies whether or not lineweights display in the Model or Layout tab.

Type:	Boolean
Saved in:	Drawing
Range:	Off
Possible values:	Off (0): Don’t display lineweight On (1): Display lineweight

13.50 LWDISPSCALE system variable

13.50.1 Lineweight display scale

Specifies the display scale of lineweights in the Model tab.

BricsCAD only

Type:	Real
Saved in:	Registry
Range:	0.0 to 1.0
Default value:	0.55

13.51 LWUNITS system variable

13.51.1 Lineweight units

Specifies the unit in which lineweights are displayed: inches or millimeters.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Inches 1: Millimeters

14. M

14.1 MACROREC system variable

14.1.1 Macro recording

Specifies whether a macro is being recorded.

BricsCAD only

Type:	Boolean
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): Macro is not being recorded On (1): Macro is being recorded

14.2 MACROTRACE system variable

14.2.1 Macro trace

Toggles a debugging tool for DIESEL expressions On/Off.

Type:	Boolean
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): Don't display an evaluation of all DIESEL expressions in the Command line On (1): Display an evaluation of all DIESEL expressions in the Command line

14.3 MAKEBAK system variable

14.3.1 Make backup (Obsolete)

Replaced by ISAVEBAK. Has no effect except to preserve the integrity of scripts. Removed 02/12/2010.

BricsCAD only

Type:	Boolean

Saved in:	Registry

14.4 MANIPULATOR system variable

14.4.1 Manipulator

Specifies the display of the Manipulator.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: Manipulator is not displayed 1: Display Manipulator whenever entities are selected 2: Display Manipulator if left mouse button was pressed longer than MANIPULATORDURATION.

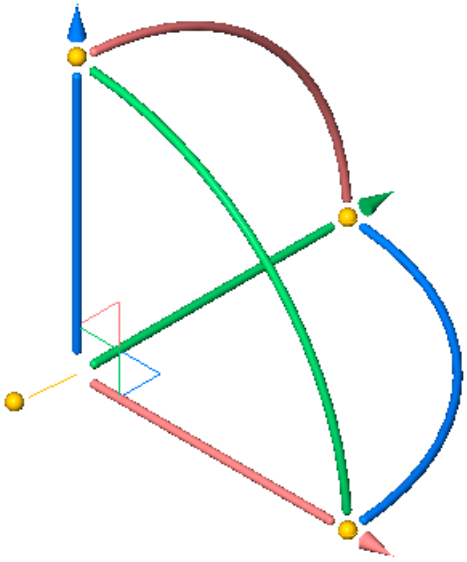
14.5 MANIPULATORCOLORTHEME system variable

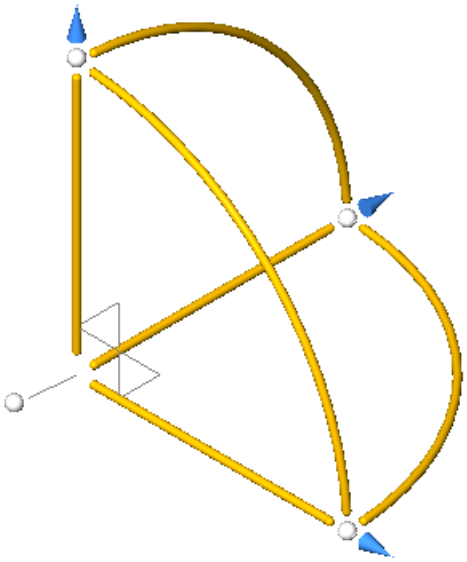
14.5.1 Color theme of Manipulator

Specifies the color theme of the Manipulator.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	0
Possible values:	0: Monochrome color theme 1: Classic color theme





14.6 MANIPULATORDURATION system variable

14.6.1 Manipulator duration

Specifies how long (in milliseconds) the left mouse button should be pressed during entity selection to trigger the display of the Manipulator.

BricsCAD only

Type:	Long
Saved in:	Registry
Range:	100 to 10000
Default value:	250

14.7 MANIPULATORHANDLE system variable

14.7.1 Manipulator handle

Specifies the behavior of the anchor handle of the Manipulator. The handle can be used for unconstrained move and copy operations. Unconstrained meaning: not along an axis or constrained to a plane.

BricsCAD only

Type:	Short

Saved in:	Preference
Range:	0 to 1
Default value:	0
Possible values:	0: Handle moves the Manipulator itself 1: Handle moves the selected entities unrestricted

14.8 MANIPULATORSIZE system variable

14.8.1 Size of Manipulator

Specifies the size of the Manipulator relative to the default. Acceptable range is [0.5 - 2.0]. Initial value is 1.0.

BricsCAD only

Type:	Real
Saved in:	Preference
Range:	0.5 to 2
Default value:	1

14.9 MASSPREC system variable

14.9.1 Mass precision

Specifies the number of decimal places displayed for masses when the mass bit of PROPUNITS is on. If negative, LUPREC (Linear Unit Precision) is used.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	-1 to 8
Default value:	-1

Possible values:	-1: Use LUPREC 0: 0 1: 0.0 2: 0.00 3: 0.000 4: 0.0000 5: 0.00000 6: 0.000000 7: 0.0000000 8: 0.00000000

14.10 MASSPROPACCURACY system variable

14.10.1 Mass properties calculation relative accuracy

Specifies the accuracy to be used for mass properties calculations. This accuracy is relative: the accuracy of the result depends on the magnitude of the calculated value. Acceptable value Range: 2 - 12 (0.01 to 0.000000000001, or 1.e-2 to 1.e-12).

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	2 to 12
Default value:	2
Possible values:	2: 0.01 3: 0.001 4: 0.0001 5: 0.00001 6: 0.000001 7: 0.0000001 8: 0.00000001 9: 0.000000001 10: 0.0000000001 11: 0.00000000001 12: 0.000000000001

14.11 MASSUNITS system variable

14.11.1 Mass units

Specifies a list of units used for displaying mass when the mass bit of PROPUNITS is on. If empty, all masses are displayed without units.

The MASSUNITS setting affects the mass values only. Other mass properties such as density or moments of inertia are formatted in SI units for the metric system and in imperial units for the imperial system, regardless of the MASSUNITS setting.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	oz lb st mg g kg t

14.12 MAXACTVP system variable

14.12.1 Maximum active viewports

Specifies the maximum number of viewports that can be active simultaneously in a layout. Has no effect on the number of viewports that are plotted.

Type:	Short
Saved in:	Drawing
Default value:	64

14.13 MAXHATCH system variable

14.13.1 Maximum hatch dashes

Specifies the maximum number of dashes in a hatch pattern. Hatches of which the number of dashes exceeds the maximum number of dashes cannot be created. Values between 100 and 10000000 are accepted.

BricsCAD only

Type:	Short
Saved in:	Registry

Range:	100 to 10000000
Default value:	100000

14.14 MAXSORT system variable

14.14.1 Maximum sort

Specifies the maximum number of symbol names, file names, block names or layer names in listing commands. If the number of items exceeds this value, the items are not sorted into alphabetical order.

Type:	Short
Saved in:	Registry
Range:	200

14.15 MAXTHREADS system variable

14.15.1 Maximum number of threads

Specifies the maximum number of threads used for display and loading of drawings, in case one of the Multi-Threading flags has been set. Value 0 means the program will choose the optimal number of threads.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 16
Default value:	0

14.16 MBSTATE system variable

14.16.1 Mechanical browser state

Specifies whether the mechanical browser is visible or not.

BricsCAD only

Read-only

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Default value:	1
Possible values:	0: Mechanical browser is invisible 1: Mechanical browser is visible

14.17 MBUTTONPAN system variable

14.17.1 Middle button pan

Specifies how the middle mouse button or wheel responds.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Support action defined in menu file 1: Support panning

14.18 MEASUREINIT system variable

14.18.1 Measurement initial

Specifies drawing units as Imperial or metric for new drawings. It also controls whether ANSI or ISO hatch pattern and linetype files are used.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1

Possible values:	0: Imperial (use ANSI Hatch and ANSI Linetype) 1: Metric (use ISO Hatch and ISO Linetype)

14.19 MEASUREMENT system variable

14.19.1 Measurement

Specifies drawing units as Imperial or metric for the current drawing. It also controls whether ANSI or ISO hatch pattern and linetype files are used.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	1
Possible values:	0: Imperial (use ANSI Hatch and ANSI Linetype) 1: Metric (use ISO Hatch and ISO Linetype)

14.20 MECH2DSAVEFORMAT system variable

14.20.1 Mechanical 2D save format

Specifies the save format of Mechanical 2D entities.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	2013 to 2018
Default value:	2013
Possible values:	2013: 2013 Mechanical 2D 2014: 2014 Mechanical 2D 2015: 2015 Mechanical 2D 2016: 2016 Mechanical 2D 2018: 2018 Mechanical 2D

14.21 MENUBAR (EXCEPT OS X) system variable

14.21.1 Menu bar

Specifies whether the menu bar is shown or hidden.

Type:	Boolean
Saved in:	Workspace
Range:	0 to 1
Default value:	On
Possible values:	Off (0): Don’t show menubar On (1): Show menubar

14.22 MENUCTL system variable

14.22.1 Menu control

Specifies whether screen menu switches pages in response to keyboard command entry.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Screen menu doesn’t switch pages in response to keyboard command entry On (1): Screen menu switches pages in response to keyboard command entry

14.23 MENUECHO system variable

14.23.1 Menu echo

Specifies menu echo and prompt control. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Not saved

Range:	0 to 15
Default value:	0
Possible options:	1: Suppress menu item echo 2: Suppress system prompts during menu 4: Disable ^P toggle 8: Display input/output strings (DIESEL macros debugging)

14.24 MENUNAME system variable

14.24.1 Menu name

Shows path and name of the menu file.

Read-only

Type:	String
Saved in:	Registry

14.25 MESHTYPE system variable

14.25.1 Mesh type

Specifies the type of mesh that is created by REVSURF, TABSURF, RULESURF and EDGESURF. (Not yet supported)

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	1
Possible values:	0: Create legacy polygon or polyface mesh 1: Create full-featured mesh entities (recommended)

14.26 MIDDLECLICKCLOSE system variable

14.26.1 Middle click close (Mac & Linux)

Allows a tab to be closed by middle button click on tab bar On/Off

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	true

14.27 MILLISECS system variable

14.27.1 Milliseconds

Counts the number of milliseconds that have passed since system startup.

Read-only

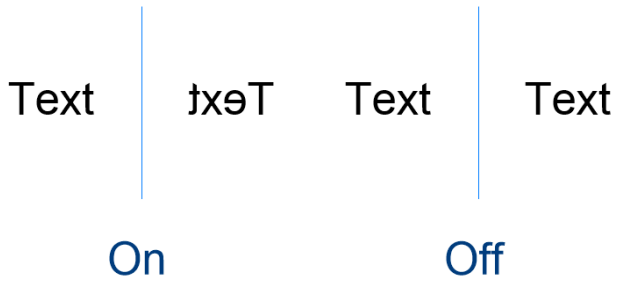
Type:	Long
Saved in:	Not saved

14.28 MIRRTEXT system variable

14.28.1 Mirror text

Specifies whether text is mirrored by the MIRROR command or not.

Type:	Boolean
Saved in:	Drawing
Range:	On
Possible values:	Off (0): Don't mirror text On (1): Mirror text



14.29 MLEADERSCALE system variable

14.29.1 Multileader scale

Specifies the overall width scale factor for multileaders. The scale must have a positive value.

Type:	Real
Saved in:	Drawing
Default value:	1.0

14.30 MODEMACRO system variable

14.30.1 Mode macro

Displays a text string on the status line, such as the name of the current drawing, time/date stamp or special modes. Used to help debug Diesel programming.

Type:	String
Saved in:	Not saved

14.31 MSLTSCALE system variable

14.31.1 Model space linetype scale

Scales linetypes displayed on the model tab by the annotation scale. When changing MSLTSCALE, REGEN or REGENALL is needed to update the display.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	1
Possible values:	0: No special linetype scaling by the annotation scale 1: Linetypes are scaled by the annotation scale

14.32 MSOLESCALE system variable

14.32.1 Model space OLE scale

Specifies the size of an OLE (Object Linking & Embedding) object containing text when pasted into model space. This only affects the initial size, entities already placed in the drawing are not affected when MSOLESCALE is modified. If set to zero, scales by DIMSCALE value.

Type:	Real
Saved in:	Drawing
Range:	0.0 or greater
Default value:	1.0

14.33 MTEXTCOLUMN system variable

14.33.1 Multiline text column setting

Specifies default column setting for multi-line text.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	0
Possible values:	0: No columns 1: Dynamic columns with auto height 2: Dynamic columns with manual height

14.34 MTEXTDETECTSPACE system variable

14.34.1 Space detection for creating lists in mtext editor

Recognize spaces from the keyboard spacebar in a special meaning (like a tabulation) for creating lists in the mtext editor.

Type:	Boolean
Saved in:	Registry

Range:	On
Possible values:	Off (0): Don't allow spaces for mtext editor lists On (1): Allow spaces for mtext editor lists

14.35 MTEXTED system variable

14.35.1 Multiline text editor

Specifies the primary and secondary text editors to use for multiline text entities.

Type:	String
Saved in:	Registry

14.36 MTEXTFIXED system variable

14.36.1 Multiline text fixed

Specifies whether BricsCAD zooms, rotates and/or pans the view to fit the multiline text being edited.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: Do nothing when mtext editor is opened 1: Do nothing when mtext editor is opened 2: Rotate / zoom / pan view to fit multiline text

14.37 MTEXTTOOLBAR system variable

14.37.1 MText Formatting toolbar

Specifies displaying of the Text Formatting toolbar in the mtext editor.

Type:	Boolean
Saved in:	Registry

Range:	On
Possible values:	Off (0): Don't show formatting toolbar On (1): Show formatting toolbar

14.38 MTFLAGS system variable

14.38.1 Multi-Threading Flags

Bit flags for parallel processing of display and loading. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	0 to 511
Default value:	960
Possible options:	1: Parallelized regeneration of display. 2: Parallelized redraw of display. 4: Parallelized loading of drawings. 8: Parallelized calculation of hidden line removal. 16: Parallelized generation of BIM sections to separate destination files. 32: Parallelized generation of BIM sections to the same destination file. 64: Parallelized computations in Direct Modeling commands and operations. 128: Parallelized computations in Assembly commands and operations. 256: Parallelized computations in Sheet Metal commands and operations. 512: Parallelized interference checking 1024: Delayed XREF loading

14.39 MYDOCUMENTSFOLDER system variable

14.39.1 MyDocuments root folder

Specifies the full path to the user documents root folder. This setting is the source for MYDOCUMENTSPREFIX.

BricsCAD only

Read-only

Type:	String Standard

Saved in:	Preference

14.40 MYDOCUMENTSPREFIX system variable

14.40.1 MyDocuments root prefix

Stores the full path to the user documents root folder.

Read-only

Type:	String Standard
Saved in:	Registry

14.41 MECHANICALBROWSERSETTINGS system variable

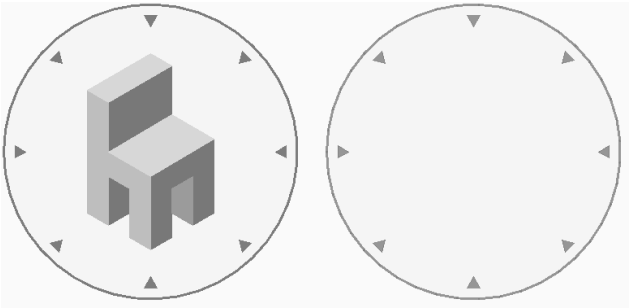
15. N

15.1 NAVVCUBEDISPLAY system variable

15.1.1 LookFrom display

Specifies whether the LookFrom control is shown on the current viewport.

Type:	Short
Saved in:	Drawing
Range:	0 to 3
Default value:	On
Possible values:	Off (0): Don't display the LookFrom control On (1): Display the LookFrom control



15.2 NAVVCUBELOCATION system variable

15.2.1 LookFrom location

Specifies where to display the LookFrom control.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0

Possible values:	0: Top right corner 1: Top left corner 2: Bottom left corner 3: Bottom right corner

15.3 NAVVCUBEOPACITY system variable

15.3.1 LookFrom opacity

Specifies the opacity of the LookFrom control while inactive.

Type:	Short
Saved in:	Registry
Range:	0 to 100
Default value:	50

15.4 NAVVCUBEORIENT system variable

15.4.1 LookFrom orientation

Specifies whether the LookFrom control reflects the current WCS or UCS.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	0: WCS 1: UCS

15.5 NAVVCUBESIZE system variable

15.5.1 LookFrom size

Specifies the size of the LookFrom control.

Type:	Short

Saved in:	Registry
Range:	0 to 4
Default value:	4
Possible values:	0: Small 1: Medium 2: Large 3: Extra small 4: Automatic

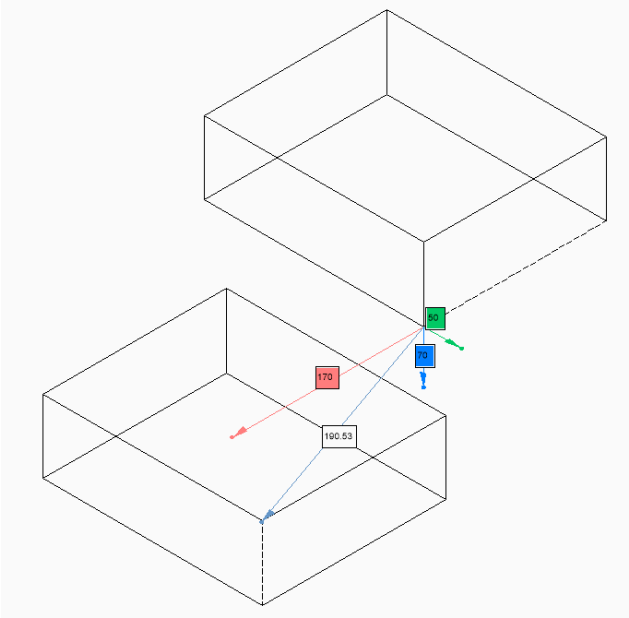
15.6 NEARESTDISTANCE system variable

15.6.1 Nearest Distance

Specifies nearest distance dimension between pair of selected entities. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 15
Default value:	1
Possible options:	1: Show nearest distance dimension 2: Show OX aligned nearest distance dimension 4: Show OY aligned nearest distance dimension 8: Show OZ aligned nearest distance dimension



15.7 NOMUTT system variable

15.7.1 No muttering

Toggles the suppression of message display (muttering). When on, the Command line will stop prompting all the options and actions.

Type:	Boolean
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): Don't suppress muttering On (1): Suppress muttering

15.8 NORTHDIRECTION system variable

15.8.1 North direction

Specifies the angle of the sun from north, in the context of the world coordinate system (WCS).

Type:	Real
Saved in:	Drawing
Default value:	0.0

16. O

16.1 OBJECTISOLATIONMODE system variable

16.1.1 Object Isolation Mode

Specifies whether entities that are temporarily hidden with HIDEOBJECTS or ISOLATEOBJECTS remain hidden after saving and reopening the drawing.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible values:	0: Entities are temporarily hidden for the current session. Interfered solids are selected together with the interference solids. 1: Entities remain hidden between sessions. Interfered solids are selected together with the interference solids. 2: Entities are temporarily hidden for the current session. Interfered solids are not selected together with the interference solids. 3: Entities remain hidden between sessions. Interfered solids are not selected together with the interference solids.

16.2 OBSCUREDCOLOR system variable

16.2.1 Obscured color

Specifies the color of obscured lines. This setting is visible only if OBSCUREDLTYPE is set to a value other than 0.

Type:	Short
Saved in:	Drawing
Range:	0 to 257
Default value:	257
Possible values:	0: ByBlock 1 - 255: index 256: ByLayer 257: ByEntity

16.3 OBSCUREDLTYPE system variable

16.3.1 Obscured linetype

Specifies the linetype of obscured lines. Unlike regular linetypes, obscured linetypes are zoom level independent.

Type:	Short
Saved in:	Drawing
Range:	0 to 11
Default value:	0
Possible values:	0: Off 1: Solid 2: Dashed 3: Dotted 4: Short Dash 5: Medium Dash 6: Long Dash 7: Double Short Dash 8: Double Medium Dashsettings 9: Double Long Dash 10: Medium Long Dash 11: Sparse Dot

16.4 OFFSETDIST system variable

16.4.1 Offset distance

Stores the last distance used with the OFFSET command.

Type:	Real
Saved in:	Not saved
Range:	-1.0
Possible values:	<0: draws a parallel copy of an entity through a specified point

16.5 OFFSETERASE system variable

16.5.1 Offset erase

Specifies whether the OFFSET command erases the source entity or not.

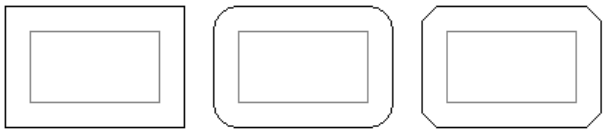
Type:	Boolean
Saved in:	Registry
Range:	Off
Possible values:	Off (0): Offset erase off On (1): Offset erase on

16.6 OFFSETGAPTYPE system variable

16.6.1 Offset gap type

Specifies how possible gaps in parallel copies of closed polylines are filled.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	0
Possible values:	0: Extend polyline segments 1: Filleted arc segments 2: Chamfered line segments



16.7 OLEFRAME system variable

16.7.1 OLE frame

Specifies the display of a frame around an OLE (Object Linking & Embedding) entity.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	2
Possible values:	0: No OLE frames 1: Display and plot OLE frames 2: Display but do not plot OLE frames

16.8 OLEHIDE system variable

16.8.1 OLE hide

Specifies the visibility of OLE (Object Linking & Embedding) entities for both screen display and plotting.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible values:	0: All OLE entities are visible and plot 1: OLE entities are visible and plot in paper space only 2: OLE entities are visible and plot in model space only 3: No OLE entities are visible or plot

16.9 OLEQUALITY system variable

16.9.1 OLE quality

Specifies the default plot quality of OLE (Object Linking & Embedding) entities. When set to 3 (Automatic), the quality level is assigned automatically depending on the entity e.g. photographs are set to High.

Type:	Short
Saved in:	Registry
Range:	0 to 3

Default value:	3
Possible values:	0: Monochrome 1: Low graphics 2: High graphics 3: Automatically Select

16.10 OLESTARTUP system variable

16.10.1 OLE startup

Specifies whether or not the OLE (Object Linking & Embedding) entity source application is launched when plotting.

Type:	Boolean
Saved in:	Drawing
Range:	Off
Possible values:	Off (0): Don't load OLE source application when plotting On (1): Load OLE source application when plotting

16.11 OPMSTATE system variable

16.11.1 Properties bar state

Specifies whether the properties bar is visible or not.

Read-only

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Default value:	1
Possible values:	0: Properties bar is invisible 1: Properties bar is visible

16.12 ORBITAUTOTARGET system variable

16.12.1 Orbit Auto Target

Specifies how the target point is acquired for the RTROT command.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	0: Off. The target point is located where you clicked to start orbiting 1: On. The target point is located at the center of the entities displayed or selected on screen.

16.13 ORTHOMODE system variable

16.13.1 Orthogonal mode

Specifies whether cursor movement is constrained to the perpendicular. When on, the cursor can be moved horizontally or vertically only, relative to the current UCS and grid rotation angle as defined by SNAPANG.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Orthogonal mode off On (1): Orthogonal mode on

16.14 OSMODE system variable

16.14.1 Entity snap mode

Specifies running entity snap modes. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short

Saved in:	Registry
Range:	0 to 32767
Possible options:	4135
Possible values:	0: None 1: Endpoint 2: Midpoint 4: Center 8: Node 16: Quadrant 32: Intersection 64: Insertion 128: Perpendicular 256: Tangent 512: Nearest 1024: Geometric center 2048: Apparent intersection 4096: Extension 8192: Parallel 16384: Turn off all snaps

16.15 OSNAPCOORD system variable

16.15.1 Entity snap coordinates

Specifies whether running entity snaps override keyboard coordinate entry.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: Entity snap settings override keyboard coordinate entry 1: Keyboard entry overrides entity snap settings 2: Keyboard entry overrides entity snap settings except in scripts

16.16 OSNAPZ system variable

16.16.1 Ignore entity snap elevation

Replaces the Z coordinate of the entity snapping point with the current value of the ELEVATION system variable.

Type:	Boolean
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): Don't replace Z value with current elevation On (1): Replace Z value with current elevation

16.17 OSOPTIONS system variable

16.17.1 Entity snap options

Suppresses entity snaps on certain entity types: hatches and/or dimension extension lines or negative z-values in dynamic UCS mode. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	0 to 7
Default value:	7
Possible options:	1: Entity snap ignores hatches 2: Entity snap ignores negative Z values in Dynamic UCS mode 4: Entity snap ignores end points of dimension extension lines

16.18 OVERKILLLAYER system variable

16.18.1 Duplicate Entities Layer

This is the layer to which entities are moved when using the option to Move duplicates to Duplicate Entities layer in the OVERKILL command.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	"Duplicate Entities"

17. P

17.1 PANBUFFER system variable

17.1.1 Pan buffer

Specifies whether faster panning is enabled, especially in complex drawings.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable faster panning On (1): Enable faster panning

17.2 PANELBUTTONSIZE system variable

17.2.1 Panelset icon button size

Preferred size of panelset icon buttons.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	1
Default value:	0 to 2
Possible values:	0: Small buttons 1: Large buttons 2: Extra-large buttons

17.3 PAPERUPDATE system variable

17.3.1 Paper update

About automatic papersize adaption when switching printers in print dialog. If ON, existing papersize is maintained. If the printer has no close match, the size will be displayed as 'previous paper size'. On print,

user confirmation is required before substitution by default values. When OFF, always assigns the default papersize of the selected printer.

Type:	Boolean
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	Off (0): Retain papersize when switching printers On (1): Use configured paper size of the plotter configuration file

17.4 PARAMETERCOPYMODE system variable

17.4.1 Parameter copy mode

Specifies copying of constraints and related parameters when entities are copied.

Type:	Short
Saved in:	Registry
Range:	0 to 4
Default value:	3
Possible values:	0: Do not copy 2D constraints 1: Replace all expressions with constants 2: Use existing parameters, if parameter is missing replace it with constant 3: Use existing parameters, create new parameter if it is missing 4: Use existing parameters, create new parameter if it is missing or has different value

17.5 PARAMETRICBLOCKS2DPATH system variable

17.5.1 Parametric blocks 2D directory path

Specifies the folder(s) in which BricsCAD should look for user created Parametric Blocks 2D files.

BricsCAD only

Type:	String

Saved in:	Registry

17.6 PDFCACHE system variable

17.6.1 PDF cache

Enables/disables the pdf cache. A multi-resolution persistent image cache is used to display attached Pdf underlays, enabling (very) fast zoom and pan operations. The highest cached resolution is 5000 x 5000 pixels. Still, when zooming in very close, the display of the Pdf underlay will become pixelated. So a hybrid modus can be used which switches to real-time generation of crisp Pdf underlay display when zooming in very close. The initial generation of the image cache may take a few seconds, from then on processing gets (very) fast, and remains like that in subsequent sessions.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: No caching, always real time generation 1: Use pdf cache, only use real time generation when zooming in close 2: Always use pdf cache

17.7 PDFEMBEDDEDTTF system variable

17.7.1 Pdf embedded fonts

Enable embedding of True Type fonts into PDF files.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable embedded TTF fonts On (1): Enable embedded TTF fonts

17.8 PDFEXPORTHYPERLINKS system variable

17.8.1 Export hyperlinks

Enables export of entity hyperlinks.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disables export of entity hyperlinks On (1): Enables export of entity hyperlinks

17.9 PDFEXPORTSOLIDHATCHTYPE system variable

17.9.1 Export solid hatches

Solid hatches can be exported as bitmap or using vectorizer or as PDF paths.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	2
Possible values:	0: Export hatches as bitmaps 1: Export hatches using vectorizer 2: Export hatches as PDF paths

17.10 PDFFRAME system variable

17.10.1 PDF frame

Specifies the visibility of PDF underlay frames.

Type:	Short
Saved in:	Drawing

Range:	0 to 2
Default value:	1
Possible values:	0: Hide PDF frames 1: Display and plot PDF frames 2: Display but do not plot PDF frames

17.11 PDFHATCHTOBMPDPI system variable

17.11.1 Hatch to bitmap DPI

When a hatch entity is exported as bitmap this value specifies the resolution for the bitmap.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	300

17.12 PDFIMAGEANTIALIAS system variable

17.12.1 Image anti-aliasing

Enables anti-aliasing for images that require upscaling when exporting.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disables anti-aliasing for images On (1): Enables anti-aliasing for images

17.13 PDFIMAGECOMPRESSION system variable

17.13.1 Image compression

Compression used for exported images.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	1
Possible values:	0: None 1: JPEG

17.14 PDFIMAGEDPI system variable

17.14.1 Image DPI

When a raster image is exported this value controls the minimal resolution for the image. Cannot exceed PdfVectorResolutionDPI value.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	300

17.15 PDFIMPORTAPPLYLINEWEIGHT system variable

17.15.1 Apply lineweight properties

Retains or ignores the lineweight properties of the imported entities.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Ignore the lineweight properties of the imported entities On (1): Retain the lineweight properties of the imported entities

17.16 PDFIMPORTASBLOCK system variable

17.16.1 Import as block

Imports the PDF file as a block instead of directly into modelspace.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don't import PDF files as a block On (1): Import PDF files as a block

17.17 PDFIMPORTCONVERTSOLIDSTOHATCHES system variable

17.17.1 Convert solid fills to hatches

Converts 2D solid entities into solid-filled hatches.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don't convert solid fills to hatches from imported PDF files On (1): Convert solid fills to hatches from imported PDF files

17.18 PDFIMPORTIMAGEPATH system variable

17.18.1 Raster Images Folder

Location for saving raster images when importing a pdf file containing rasters. The path can be absolute or relative. If PDFIMPORTIMAGEPATH is relative the pdf raster image path will be calculated relative to the folder of the current drawing file. If the path is left empty the folder of the current drawing will be used. The default value is a subfolder "PDF Images" of the current drawing. If the drawing has not yet been saved, rasters will be placed next to the pdf file being imported.

Type:	String

Saved in:	Registry
Default value:	"PDF Images"

17.19 PDFIMPORTJOINLINEANDARCSEGMENTS system variable

17.19.1 Join line and arc segments

Joins contiguous segments into a polyline where possible.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Range:	On
Possible values:	Off (0): Don’t join the line and arc segments from imported PDF files On (1): Join the line and arc segments from imported PDF files

17.20 PDFIMPORTLAYERSUSETYPE system variable

17.20.1 Layers

Specifies to which layers the entities are imported. It's possible to import to layers which match the PDF layers, to create layers for each PDF entity type, or to just collect all imported entities on the current layer.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	0
Possible values:	0: Use PDF Layers 1: Layer per Entity Type 2: Use current layer

17.21 PDFIMPORTRASTERIMAGES system variable

17.21.1 Raster Images

Extract raster images to PNG files and attach these to the current drawing. The images are stored in a folder controlled by PDFIMPORTIMAGEPATH system variable.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Range:	Off
Possible values:	Off (0): Don't extract the raster images On (1): Extract the raster images

17.22 PDFIMPORTSOLIDFILLS system variable

17.22.1 Solid fills

Ignore or import solid-filled areas. If these filled areas were originally exported into PDF format from AutoCAD, the solid areas would include solid-filled hatches, 2D solids, wipeout entities, wide polylines, and triangular arrowheads.

Note: Solid-filled hatches are assigned a 50% transparency so that entities on top or underneath can be easily seen.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Ignore solid-filled areas. On (1): Import solid-filled areas.

17.23 PDFIMPORTTRUETYPETEXT system variable

17.23.1 TrueType text

Import TrueType text as TrueType text with its text style named after the font.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't import the TrueType text On (1): Import the TrueType text

17.24 PDFIMPORTTRUETYPETEXTASGEOMETRY system variable

17.24.1 Import True Type text as geometry

Specifies whether to import True Type text from a PDF file as geometry.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don't import TrueType text as geometry On (1): Import TrueType text as geometry

17.25 PDFIMPORTUSEGEOMETRYOPTIMIZATION system variable

17.25.1 Import geometry with optimization

Specifies whether to optimize geometry when importing from a PDF file.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't import geometry with optimization On (1): Import geometry with optimization

17.26 PDFIMPORTVECTORGEOMETRY system variable

17.26.1 Vector geometry

Ignore or Import vector geometry. PDF geometric data types include linear paths, Beziér curves, and solid-filled areas, which are imported as polylines, and 2D solids or solid-filled hatches. Within a tolerance, curves that resemble arcs, circles, and ellipses are interpolated as such. Patterned hatches are imported as many separate entities.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don’t import vector geometry On (1): Import vector geometry

17.27 PDFLAYERSSETTING system variable

17.27.1 Pdf layer support

Specifies the use of layers in the target PDF document (PDF v1.5 feature).

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	1
Possible values:	0: Don't use layers 1: Use all layers with visible entities 2: Use all layers with entities, including OFF and FROZEN layers.

17.28 PDFLAYOUTSTOEXPORT system variable

17.28.1 Pdf layouts to export

Define layout(s) to be exported.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	0
Possible values:	0: Active 1: All in multi-sheet file 2: All in single-sheet files

17.29 PDFMERGECONTROL system variable

17.29.1 Pdf Merge Control

Specifies the appearance of lines that cross.

Lines Overwrite Uses the last plotted line to obscure the lines under it. Only the topmost line is visible at the intersection.

Lines Merge Merges the colors of crossing lines.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	0
Possible values:	0: Lines Overwrite 1: Lines Merge

17.30 PDFNOTIFY system variable

17.30.1 PDF notify

Enables/disables the notification about missing or modified PDF documents when opening the parent drawing.

BricsCAD only

Type:	Boolean
Saved in:	Registry

Default value:	Off
Possible values:	Off (0): Disable PDF notification On (1): Enable PDF notification

17.31 PDFOSNAP system variable

17.31.1 PDF entity snap

Enable snapping to entities in the PDF underlay files.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Disable PDF entity snap On (1): Enable PDF entity snap

17.32 PDFPAPERHEIGHT system variable

17.32.1 Pdf overridden paper height

Paper height to use in the papersize override, in millimeters.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	297

17.33 PDFPAPERSIZEOVERRIDE system variable

17.33.1 Pdf papersize override

Enables papersize override. If On, the papersize as defined in the BricsCAD Print settings is overridden. The papersize width and height defined by **PdfPaperWidth** and **PdfPaperHeight** are used instead.

BricsCAD only

Type:	Boolean

Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Disable papersize override On (1): Enable papersize override

17.34 PDFPAPERWIDTH system variable

17.34.1 Pdf overridden paper width

Paper width to use in the papersize override, in millimeters.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	210

17.35 PDFPRCCOMPRESSION system variable

17.35.1 PRC Compression

Specifies the compression for PRC 3D data.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	0
Possible values:	0: No compression 1: Medium compression 2: High compression

17.36 PDFPRCEXPORT system variable

17.36.1 PRC Export Mode

Specifies the export mode for PRC 3D data. **Export as BREP** is an experimental mode which may work incorrectly. We recommend using **Export as Mesh** mode.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	0
Possible values:	0: No export 1: Export as BREP (Experimental) 2: Export as Mesh

17.37 PDFPRCEXPORTPRODUCTSTRUCTUREMODE system variable

17.37.1 PRC Product Structure mode

Specifies whether Product Structure (blocks and block references) is included in the export to a 3D PDF (PRC) file.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Do not export 3D PDF with Product Structure On (1): Export 3D PDF with Product Structure

17.38 PDFPRCSINGLEVIEWMODE system variable

17.38.1 PRC Single-View Mode

Specifies whether PRC data exports into the single view.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Do not export PRC data into the single view On (1): Export PRC data into the single view

17.39 PDFRENDERDPI system variable

17.39.1 Render DPI

Resolution of a rendering when exporting. Cannot exceed PdfVectorResolutionDPI value.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	300

17.40 PDFSHXTEXTASGEOMETRY system variable

17.40.1 Pdf SHX text as geometry

Enable the conversion of SHX font text to geometry. This might be necessary if the receiving party does not have the same SHX fonts on their computer.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don’t convert SHX text to geometry On (1): Convert SHX text to geometry

17.41 PDFSIMPLEGEOMOPTIMIZATION system variable

17.41.1 Pdf simple geometry optimization

Enable simple geometry optimization (separate segments to one polyline, use of Bezier curve control points).

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable simple geometry optimization On (1): Enable simple geometry optimization

17.42 PDFTTFTEXTASGEOMETRY system variable

17.42.1 Pdf TTF text as geometry

Enable the conversion of True Type font text to geometry. This is useful for when the TTF files are covered by a license that prohibits sharing, or you want to make it harder to extract text.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don't convert TTF text to geometry On (1): Convert TTF text to geometry

17.43 PDFUSEPLOTSTYLES system variable

17.43.1 Pdf use plotstyles

Enables usage of plotstyles. If On, the plotstyle of the layout controls the color and lineweight in the PDF export.

BricsCAD only

Type:	Boolean

Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disables usage of plotstyles On (1): Enables usage of plotstyles

17.44 PDFVECTORRESOLUTIONDPI system variable

17.44.1 Vector Resolution DPI

Resolution of vector graphics when exporting. Values between 72 and 40000 are accepted.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	72 to 40000
Default value:	2400

17.45 PDFZOOMTOEXTENTSMODE system variable

17.45.1 Pdf zoom to extents mode

If exporting model space, zoom to extents first, if the current model space view is zoomed in/out. This zooms the layout geometry to the papersize. When Off (0): use scale and papersize from page setup data instead.

BricsCAD only

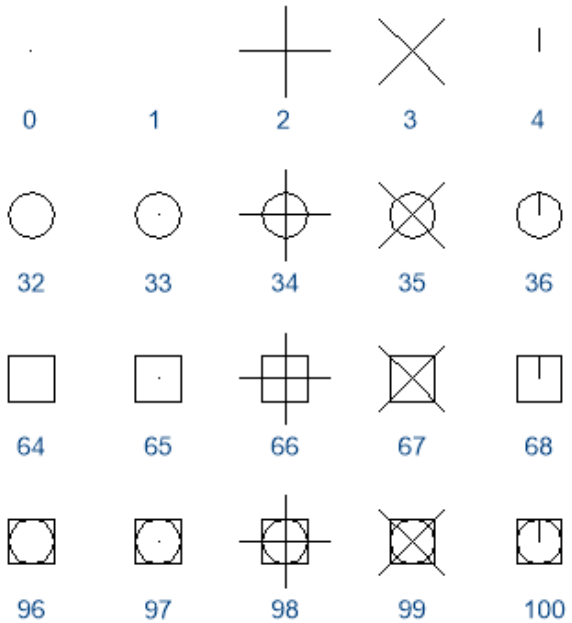
Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don’t zoom to extents On (1): Zoom to extents

17.46 PDMODE system variable

17.46.1 Point display mode

Specifies the display style for point entities. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Drawing
	0 to 100
Default value:	0
Possible options:	1: none 0: . 2: + 3: x 4: ' 32: circle 64: square



17.47 PDSIZE system variable

17.47.1 Point display size

Specifies the display size for point entities.

Type:	Real
Saved in:	Drawing
Default value:	0.0
Possible values:	0: 5 percent of the drawing area height >0: Absolute size <0: Percentage of the viewport size

17.48 PEDITACCEPT system variable

17.48.1 Polyline edit accept

Specifies the display of the 'Entity Selected Is Not a Polyline' prompt in PEDIT. When the prompt is suppressed, the selected entity is automatically converted to a polyline.

Type:	Boolean
Saved in:	Registry
Default value:	0
Possible values:	Off (0): Display prompt On (1): Suppress prompt

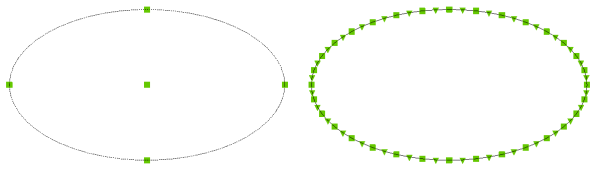
17.49 PELLIPSE system variable

17.49.1 Polyline ellipse

Specifies the entity type created with the ELLIPSE command real ellipses or polyline representations of an ellipse.

Type:	Boolean
Saved in:	Drawing
Default value:	Off

Possible values:	Off (0): Create real ellipses On (1): Create polyline representations of an ellipse



17.50 PERIMETER system variable

17.50.1 Last perimeter

Specifies the last perimeter calculated by AREA, LIST, or DBLIST.

Read-only

Type:	Real
Saved in:	Not saved

17.51 PERSPECTIVE system variable

17.51.1 Perspective

Specifies whether the current viewport is displayed in perspective view.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Perspective view off On (1): Perspective view on

17.52 PFACEVMAX system variable

17.52.1 Polyface mesh maximum vertices

Specifies the maximum number of vertices for each face.

Read-only

Type:	Short

Saved in:	Not saved
Range:	3 or greater
Default value:	4

17.53 PHANDLE system variable

17.53.1 Palette handle

Gets the current palette handle. 0 equates to True Color.

Type:	Short
Saved in:	Not saved
Range:	0 to 4294967295
Default value:	0

17.54 PICKADD system variable

17.54.1 Pick add

When Off (0): the most recently selected entities become the selection set. Press and hold SHIFT to add entities.

When On newly selected entities are added to the selection set. Press and hold SHIFT to remove entities.

Type:	Boolean
Saved in:	Registry
Range:	
Default value:	On
Possible values:	Off (0): Don't add selected entities to current selection set On (1): Add selected entities to current selection set

17.55 PICKAUTO system variable

17.55.1 Pick automatic

Specifies automatic window selection (inside or crossing) while selecting entities. The value is stored as a bitcode using the sum of the values of all selected options. A negative value is the same as 0, but helps in storing the earlier value.

Type:	Short
Saved in:	Registry
Range:	-3 to 3
Default value:	3
Possible options:	negative: Disables window selection 1: Draws a selection window if mouse is not over any entity when clicked 2: Draws a selection window if mouse is clicked over an entity and dragged

17.56 PICKBOX system variable

17.56.1 Pick box

Specifies the size (in pixels) of the small square at the end of the selection cursor (the entity selection target) . If you select an entity by clicking, the Pick Box must touch or overlap the entity. Values between 0 and 50 are accepted.

Type:	Short
Saved in:	Registry
Range:	0 to 50
Default value:	4
Unit	pixels

17.57 PICKDRAG system variable

17.57.1 Pick drag

Specifies the drawing method for the selection window.

Type:	Boolean
Saved in:	Registry
Default value:	0
Possible values:	Off (0): Draw selection window using two points On (1): Draw selection window using dragging

17.58 PICKFIRST system variable

17.58.1 Pick first

Allows to select entities first, then issue a command or vice versa.

Type:	Boolean
Saved in:	Registry
Default value:	1
Possible values:	Off (0): First issue a command, then select entities On (1): First select entities, then issue a command

17.59 PICKSTYLE (EXCEPT OS X) system variable

17.59.1 Pick style

Specifies the selection of groups and associative hatches. The value of PICKSTYLE is stored as a bitcode using the sum of the values of all selected options.

Ctrl-H toggles PICKSTYLE 0/1 if 0 or 1 and 2/3 if 2 or 3.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	1

Possible options:	0: No group selection or associative hatch selection 1: Group selection if a member of a selectable group is selected, all members of the group are selected 2: Associative hatch selection the hatch and its boundary are selected, no matter what is picked (the hatch or the boundary). 3: Group selection and associative hatch selection

17.60 PICTUREEXPORTSCALE system variable

17.60.1 Picture format export scale factor

This is the scaling factor that controls the output resolution for exporting to picture formats (WMF, EMF, BMP). The output view size is current viewsize (in pixels) multiplied by this factor.

Used in commands EXPORT, WMFOUT, COPYCLIP, CUTCLIP and in COM/VBA function AcadDocument.Export. WARNING scale values of 10 or more may cause slow system response.

BricsCAD only

Type:	Real
Saved in:	Preference
Range:	0.0 or greater
Default value:	1.0

17.61 PLACESBARFOLDER1 system variable

17.61.1 First folder (Windows)

Specifies the first folder in the places bar of the nonstandard open file dialog. This enables you to place shortcuts to your favorite drawing folders on your desktop or in your Favorites folder.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 5
Default value:	0

Possible values:	0: Desktop 1: My Computer 2: My Documents 3: Favorites 4: Network 5: My Recent Documents

17.62 PLACESBARFOLDER2 system variable

17.62.1 Second folder (Windows)

Specifies the second folder in the places bar of the nonstandard open file dialog. This enables you to place shortcuts to your favorite drawing folders on your desktop or in your Favorites folder.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 5
Default value:	1
Possible values:	0: Desktop 1: My Computer 2: My Documents 3: Favorites 4: Network 5: My Recent Documents

17.63 PLACESBARFOLDER3 system variable

17.63.1 Third folder (Windows)

Specifies the third folder in the places bar of the nonstandard open file dialog. This enables you to place shortcuts to your favorite drawing folders on your desktop or in your Favorites folder.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 5

Default value:	3
Possible values:	0: Desktop 1: My Computer 2: My Documents 3: Favorites 4: Network 5: My Recent Documents

17.64 PLACESBARFOLDER4 system variable

17.64.1 Fourth folder (Windows)

Specifies the fourth folder in the places bar of the nonstandard open file dialog. This enables you to place shortcuts to your favorite drawing folders on your desktop or in your Favorites folder.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 5
Default value:	5
Possible values:	0: Desktop 1: My Computer 2: My Documents 3: Favorites 4: Network 5: My Recent Documents

17.65 PLATFORM system variable

17.65.1 Platform

Displays the current version of the Operating System.

Read-only

Type:	String
Saved in:	Not saved

17.66 PLINECACHE system variable

17.66.1 Polyline cache

Specifies creation of a cache of polyline vertices when a database file is opened.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Disable polyline cache On (1): Enable polyline cache

17.67 PLINECONVERTMODE system variable

17.67.1 Polyline convert mode

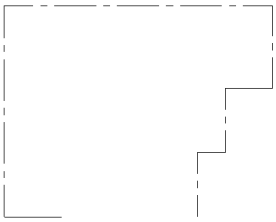
Specifies how to convert splines to polylines.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	0: Create polylines with linear segments 1: Create polylines with arc segments

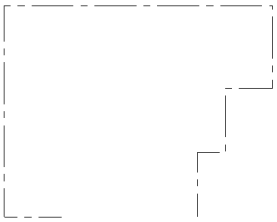
17.68 PLINEGEN system variable

17.68.1 Polyline generation

Linetypes are normally generated from vertex to vertex (0). Polylines of which the vertices are very close together might be rendered as a continuous line, if the linetype pattern does not fit between two subsequent vertices. When set to 1, the linetype is drawn from one end of the polyline to the other end, instead of from vertex to vertex.



Polyline starts and ends with a dash at each vertex. The linetype will not display on parts that are too small.



The linetype displays in a continuous pattern around the polyline vertices.

Type:	Boolean
Saved in:	Drawing
Default value:	0
Possible values:	Off (0): Polylines start and end with a dash at each vertex On (1): Linetype in a continuous pattern around the polyline vertices

17.69 PLINETYPE system variable

17.69.1 Polyline type

Specifies the usage of optimized 2D polylines when creating polylines and the conversion of polylines in older drawings. It saves disk space and memory by using the optimized format.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: Polylines in older drawings are not converted; PLINE creates old-format polylines 1: Polylines in older drawings are not converted; PLINE creates optimized polylines 2: Polylines in older drawings are converted; PLINE creates optimized polylines

17.70 PLINEWID system variable

17.70.1 Polyline width

Specifies the default width for new polylines.

Type:	Real
Saved in:	Drawing
Default value:	0.0

17.71 PLOTCFGPATH system variable

17.71.1 Plotter configuration path

Specifies the paths to the Plotter configuration folders. When printing a layout, the available paper size settings are controlled by a Plotter Configuration File. The Printer/Plotter Configuration list is composed of all printer drivers that are installed on your computer. The Printer Configuration are the files in the folder which is specified by the Plotter Configuration Path. If this is set to a large folder with many files and subfolders, then the entire folder and subfolders are searched for appropriate files. This might cause the print dialog to take a long time to open.

BricsCAD only

Type:	String
Saved in:	Preference

17.72 PLOTID system variable

17.72.1 Plot id (Obsolete)

Has no effect except to preserve the integrity of old scripts and LISP routines.

Type:	String
Saved in:	Registry

17.73 PLOTOUTPUTPATH system variable

17.73.1 Plot output path

Specifies the default path for creation of plot files.

BricsCAD only

Type:	String
Saved in:	Preference

17.74 PLOTROTMODE system variable

17.74.1 Plot rotation mode

Specifies plot orientation.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: Rotates the effective plotting area so the corner with the Rotation icon aligns with the paper at the lower left for 0, top left for 90, top right for 180, and lower right for 270. X and Y origin offsets are calculated relative to the lower-left corner 1: Aligns lower-left corner of plotting area with lower-left corner of paper 2: Same as 0 value, except that the X and Y origin offsets are calculated relative to the rotated origin position

17.75 PLOTSTYLEPATH system variable

17.75.1 Plot styles path

Specifies the path to the Plot styles folders.

BricsCAD only

Type:	String
Saved in:	Preference

17.76 PLOTTER system variable

17.76.1 Plotter (Obsolete)

Has no effect except to preserve the integrity of older scripts and LISP routines.

Type:	Short

Saved in:	Registry

17.77 PLOTTRANSPARENCYOVERRIDE system variable

17.77.1 Plot transparency override

Specifies whether transparencies are enabled when printing.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1
Possible values:	0: Transparencies are disabled 1: Value from page setup dialog is used 2: Transparencies are enabled

17.78 PLQUIET system variable

17.78.1 Plot quiet

Specifies whether optional dialog boxes and nonfatal errors display when batch plotting or running scripts.

Type:	Boolean
Saved in:	Registry
Default value:	0
Possible values:	Off (0): Display plot dialog boxes and nonfatal errors On (1): Log nonfatal errors and don't display plot-related dialog boxes

17.79 POINTCLOUD2DVSDISPLAY system variable

17.79.1 Point cloud toggle show/hide bounding box in 2D wireframe mode

Point clouds are only displayed in 3D visual style. Otherwise, a bounding box and a warning message are displayed in 2D wireframe mode. This setting provides a way to hide this bounding box and message.

Type:	Short

Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Display point cloud bounding box and warning message that point clouds are not displayed in 2D wireframe visual style 1: Hide bounding box and warning message

17.80 POINTCLOUDADAPTIVEDISPLAY system variable

17.80.1 Point cloud toggle adaptive vs. fixed point sizes

Point clouds are by default displayed using adaptive point sizes (visually more realistic). However, for point snapping, fixed point sizes are sometimes better.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	1
Possible values:	0: Use fixed point sizes (all points have the same size) 1: Use adaptive point sizes (point sizes are adjusted for a better visual appearance)

17.81 POINTCLOUDBOUNDARY system variable

17.81.1 Point cloud point boundary

Show the edges of the point cloud bounding box.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1

Possible values:	0: Don't show 1: Only when selected 2: Always show

17.82 POINTCLOUDCACHEFOLDER system variable

17.82.1 Point Cloud disk cache folder

Specifies the folder where point cloud cache files are stored.

BricsCAD only

Type:	String Standard
Saved in:	Preference
Default value:	{User}AppData/Local/Temp/PointCloudCache

17.83 POINTCLOUDCACHESIZE system variable

17.83.1 Maximum allowed cache size on disk (Gb)

Maximum allowed size of point cloud cache on disk, in Gb.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	5 to 5000
Default value:	150

17.84 POINTCLOUDPOINTMAX system variable

17.84.1 Point cloud max points

Maximum number of points displayed per point cloud.

Type:	Short
Saved in:	Registry
Range:	100000 to 50000000

Default value:	5000000

17.85 POINTCLOUDPOINTSIZE system variable

17.85.1 Point cloud point size

Point cloud point display size.

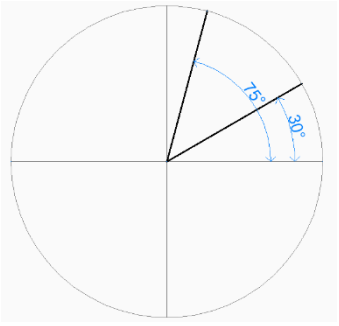
Type:	Short
Saved in:	Drawing
Range:	1 to 10
Default value:	2

17.86 POLARADDANG system variable

17.86.1 Polar add angles

Contains a list of user-defined polar snap angles. Up to 10 angles, up to 25 characters each, separated with semicolons (;). Requires POLARMODE flag 0x04 to be set (Use additional polar tracking angles). The AUNITS system variable sets the format for display of angles. Unlike POLARANG, POLARADDANG angles do not result in multiples of their values.

Type:	String
Saved in:	Registry
Default value:	



17.87 POLARANG system variable

17.87.1 Polar angle

Specifies the increment for polar angles (in degrees).

Type:	Real
Saved in:	Registry
Default value:	90.0
Unit	degrees

17.88 POLARDIST system variable

17.88.1 Polar distance

Specifies the snap increment for polar snap (SNAPTYPE set to 1).

Type:	Real
Saved in:	Registry
Default value:	0.0

17.89 POLARMODE system variable

17.89.1 Polar mode

Specifies the settings for entity snap tracking and polar snap tracking. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	0 to 15
Default value:	1

Possible options:	1: Relative 2: Use polar tracking settings in entity snap tracking 4: Use additional polar tracking angles 8: Press SHIFT to acquire entity snap tracking points

17.90 POLYSIDES system variable

17.90.1 Polygon sides

Stores the number of sides last used with the POLYGON command. Values between 3 and 1024 are accepted.

Type:	Short
Saved in:	Not saved
Range:	3 to 1024
Default value:	4

17.91 POPUPS system variable

17.91.1 Popups

Shows the status of the currently configured display driver.

Read-only

Type:	Boolean
Saved in:	Not saved
Default value:	On
Possible values:	Off (0): Don't support dialog boxes, the menu bar, and icon menus On (1): Support dialog boxes, the menu bar, and icon menus

17.92 PREVIEW_HEIGHT system variable

17.92.1 Preview height

Specifies the height in pixels of generated preview bitmap images.

BricsCAD only

Type:	Long
Saved in:	Registry
Default value:	85

17.93 PREVIEW_WIDTH system variable

17.93.1 Preview width

Specifies the width in pixels of generated preview bitmap images.

BricsCAD only

Type:	Long
Saved in:	Registry
Default value:	180

17.94 PREVIEWDELAY system variable

17.94.1 Delay to preview selection

Specifies how many milliseconds to wait before highlighting the (sub)entity(ies) under the cursor.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1000
Default value:	30

17.95 PREVIEWEFFECT system variable

17.95.1 Selection preview effect

Specifies how selection preview is displayed. (Not yet supported)

Type:	Short
Saved in:	Registry

Range:	0 to 2
Default value:	2
Possible values:	0: Dashed lines 1: Thickened lines 2: Dashed and thickened lines

17.96 PREVIEWFILTER system variable

17.96.1 Selection preview filter

Specifies which entity types are excluded from selection previewing. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	to 63
Default value:	1
Possible options:	1: Exclude entities on locked layers 2: Exclude entities in xrefs 4: Exclude tables 8: Exclude multiline text entities 16: Exclude hatch entities 32: Exclude entities in groups

17.97 PREVIEWTYPE system variable

17.97.1 Preview type

Specifies which view is used for drawing preview thumbnails. (Not yet supported)

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0

Possible values:	0: Last saved view 1: Home view

17.98 PREVIEWWNDINOPENDLG system variable

17.98.1 Preview window in open dialog

Specifies if the the preview pane is displayed in the Open dialog box.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Range:	On
Possible values:	Off (0): Don’t display preview in the Open dialog box On (1): Display preview in the Open dialog box

17.99 PRINTFILE system variable

17.99.1 Print file

Specifies the alternate name for plot files.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	.

17.100 PRINTPDFPREVIEW system variable

17.100.1 Print As PDF Preview

Specifies whether Print As PDF preview uses a system default PDF viewer or an internal program window.

BricsCAD only

Type:	Short
Saved in:	Preference

Range:	0 to 1
Default value:	1
Possible values:	0: Use BricsCAD window 1: Use external viewer

17.101 PRODUCT system variable

17.101.1 Product

Displays the product name.

Read-only

Type:	String
Saved in:	Not saved
Default value:	"BricsCAD"

17.102 PROGBAR system variable

17.102.1 Progress bar

Specifies the display of the progress bar.

BricsCAD only

Type:	Boolean
Saved in:	Not saved
Default value:	On
Possible values:	Off (0): Don’t show progress bar On (1): Show progress bar

17.103 PROGRAM system variable

17.103.1 Program

Displays the program name.

Read-only

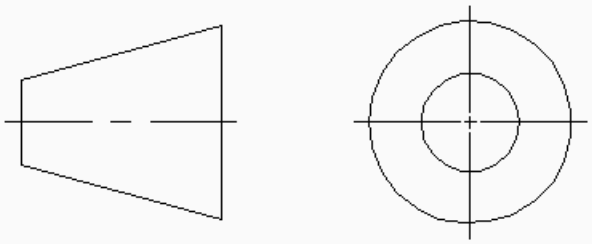
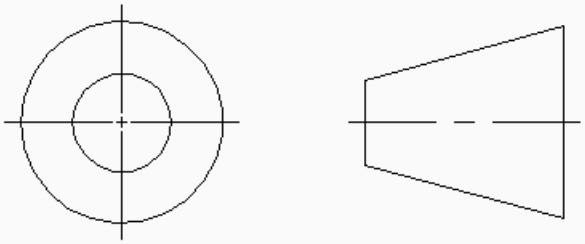
Type:	String
Saved in:	Not saved
Default value:	"BricsCAD"

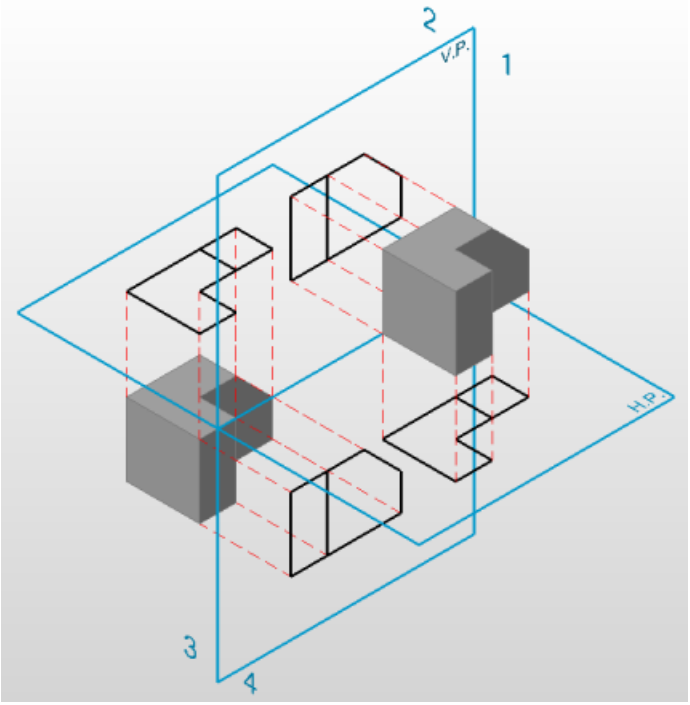
17.104 PROJECTIONTYPE system variable

17.104.1 Drawing views position scheme

Switches between first and third angle projection types. These angle projections are a way to represent 3D entities in 2D drawing views. These projection types will show the same views but the difference between the two types is the position of these views (top, right, left, bottom). See Generated drawing views to learn more about it.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible values:	0: First angle projection type (Europe). 1: Third angle projection type (United States, Canada, Australia).

Projection	Symbol
First angle	
Third angle	



17.105 PROJECTNAME system variable

17.105.1 Project name

Gives a project name to the current drawing. Project names help to keep track of Xrefs and images easier by assigning additional support paths specific to the project only.

Type:	String
Saved in:	Drawing
Default value:	

17.106 PROJECTSEARCHPATHS system variable

17.106.1 Project search paths

Stores a list of project names, each holding a list of folders to be searched. If external references and images are not found in the saved path, the project search paths are used to find the external references and images.

BricsCAD only

Type:	String
Saved in:	Preference

17.107 PROJMODE system variable

17.107.1 Projection mode

Specifies the projection mode for the TRIM and EXTEND commands. If the cutting entity is not in the same plane as the entity you want to TRIM/EXTEND, this system variable defines how the intersection is to be calculated.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1

Possible values:	0: True 3D mode (no projection) 1: Project to the XY plane of the current UCS 2: Project to the current view plane

17.108 PROMPTMENU system variable

17.108.1 Prompt menu

Specifies the command prompt menu mode.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 5
Default value:	0
Possible values:	0: Don't display prompt menu 1: Display prompt menu 2: Display prompt menu at top left corner 3: Display prompt menu at top right corner 4: Display prompt menu at bottom left corner 5: Display prompt menu at bottom right corner

17.109 PROMPTMENUFLAGS system variable

17.109.1 Prompt menu flags

Options to finetune the behavior of prompt menus. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 7
Default value:	0

Possible options:	1: Show hidden options. Hidden options display in italics. 2: Hide prompt menu during selection 4: Disable selection options in the prompt menu

17.110 PROMPTOPTIONFORMAT system variable

17.110.1 Prompt option format

Specifies how command options are displayed in the Command line prompt. A command option has a keyword, a description and a shortcut. The shortcut is the keyword without lower case characters (a-z).

e.g. the third option of the CIRCLE command:

Keyword = TanTanRad

Description = Tangent-Tangent-Radius

Shortcut = TTR

Note: The PROMPTOPTIONTRANSLATEKEYWORDS user preference controls whether translations of command option keywords are loaded or not. If disabled, the local keyword will be a copy of the global (English) keyword. As a result global shortcuts can be used without an underscore.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 4
Default value:	0

Possible values:	**0: Show description only, adjust casing to mark shortcut** Select center of circle or [2 Point/3 Point/Tangent-Tangent-Radius/turn Arc into circle/Multiple circles]: This is the default prompt option format in the English version. In other versions the default prompt option format depends on local standards. **1: Show keyword only** Select center of circle or [2Point/3Point/TanTanRad/Arc/Multiple]: **2: Show description and keyword in brackets** Select center of circle or [2 Point(2Point)/3 Point(3Point)/Tangent-Tangent-Radius(TanTanRad)/Turn arc into circle(Arc)/Multiple circles(Multiple)]: **3: Show description and shortcut in brackets** Select center of circle or [2 Point(2P)/3 Point(3P)/Tangent-Tangent-Radius(TTR)/Turn arc into circle(A)/Multiple circles(M)]: **4: Show local keyword and global keyword in brackets (relevant in localized versions only)** Select center of circle or [2Point/3Point/TanTanRad/Arc/Multiple]:

17.111 PROMPTOPTIONTRANSLATEKEYWORDS system variable

17.111.1 Prompt option translate keywords

Specifies whether translations of command option keywords are loaded or not. If disabled, the local keyword will be a copy of the global (English) keyword. As a result global shortcuts can be used without underscore.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't load translations of keywords On (1): Load translations of keywords

17.112 PROPERTYPREVIEW system variable

17.112.1 Property preview

Specifies whether selected entities will immediately show property changes when hovering combobox list values in the Properties panel.

Type:	Boolean

Saved in:	Registry
Default value:	On
Possible values:	Off (0): Selected entities won't show property changes when hovering combobox list values in the Properties panel On (1): Selected entities will show property changes when hovering combobox list values in the Properties panel

17.113 PROPERTYPREVIEWDELAY system variable

17.113.1 Property Preview Delay

Specifies how many milliseconds to wait before preview the hovered property value.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	100 to 10000
Default value:	500

17.114 PROPERTYPREVIEWOBJLIMIT system variable

17.114.1 Property Preview Object Limit

Specifies the maximum number of entities for Property Preview (no Property Preview if more is selected).

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 30000
Default value:	500

17.115 PROPPREVTIMEOUT system variable

17.115.1 Property Preview Timeout

Specifies the time (in seconds) allowed for Property Preview generation, before it is canceled.

Type:	Short
Saved in:	Preference
Range:	1 to 5
Default value:	1

17.116 PROPUNITS system variable

17.116.1 Property units

Specifies whether certain types of property values are automatically formatted (e.g. mm²/cm²/m² for areas), when INSUNITS is not zero.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 255
Default value:	47
Possible values:	1: Format length properties 2: Format area properties 4: Format volume properties 8: (Reserved) 16: Format dynamic dimensions 32: Format mass properties

17.117 PROXYGRAPHICS system variable

17.117.1 Proxy graphics

Specifies whether images of proxy entities are saved in the drawing. If switched off, a bounding box displays instead.

Type:	Boolean
Saved in:	Drawing
Default value:	On

Possible values:	Off (0): Don't save images with the drawing On (1): Save images with the drawing

17.118 PROXYNOTICE system variable

17.118.1 Proxy notice

Displays a notice when you open a drawing containing custom entities created by an application that is not present.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't display proxy warning On (1): Display proxy warning

17.119 PROXYSHOW system variable

17.119.1 Proxy show

Specifies how proxy entities display in a drawing.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1
Possible values:	0: Proxy entities are not displayed 1: Graphic images are displayed for all proxy entities 2: Only the bounding box is displayed for all proxy entities

17.120 PROXYWEBSEARCH system variable

17.120.1 Proxy web search

Specifies whether the program checks for object enablers.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Prevent checking for object enablers 1: Check for object enablers only if a live Internet connection is present

17.121 PSLTSCALE system variable

17.121.1 Paper space linetype scale

Specifies the linetype scaling in paper space. If On or 1, the length of the dashes is based on paper space drawing units. Linetypes display identically, in various viewports which are scaled differently. This means that the linetype scaling is independent from the viewport scale. When changing PSLTSCALE, REGEN or REGENALL is needed to update the display.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	1
Possible values:	0: No special linetype scaling 1: Viewport scaling governs linetype scaling

17.122 PSOLHEIGHT system variable

17.122.1 Polysolid height

Specifies the default height, in drawing units, used by the POLYSOLID command, for swept solid entities.

Type:	Real
Saved in:	Drawing
Default value:	80.0

17.123 PSOLWIDTH system variable

17.123.1 Polysolid width

Specifies the default width, in drawing units, used by the POLYSOLID command, for swept solid entities.

Type:	Real
Saved in:	Drawing
Default value:	5.0

17.124 PSPROLOG system variable

17.124.1 Postscript prolog

Assigns a name for a prolog section to be read from the acad.psf file when you are using PSOUT.

Type:	String
Saved in:	Registry

17.125 PSQUALITY system variable

17.125.1 Postscript quality

Specifies the rendering quality of PostScript images, and if they are drawn filled or outlined.

Type:	Short
Saved in:	Registry
Range:	-32768 to 32767
Default value:	75
Possible values:	0: Turns off PostScript image generation <0: Number of pixels per drawing unit for the PostScript resolution >0: Number of pixels per drawing unit but uses the absolute value; show PostScript as outlines and does not fill them

17.126 PSTYLEMODE system variable

17.126.1 Plot style mode

Indicates the plot style mode of the current drawing: Color-Dependent or Named-Plot-Style. To convert the current drawing to use named or color-dependent plot styles, use CONVERTPSTYLES.

Read-only

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	1
Possible values:	0: Named plot style tables 1: Color-dependent plot style tables

17.127 PSTYLEPOLICY system variable

17.127.1 Plot style policy

Specifies whether the color of an entity is associated with its plot style. If PSTYLEPOLICY is 0, the plot style for new entities is set to the default, defined in DEFPLSTYLE and the plot style for new layers is set to the default, defined in DEFLPLSTYLE.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: No association between color and plot style 1: Associate an entity's plot style with its color

17.128 PSVPSCALE system variable

17.128.1 Paper space viewport scale

Specifies the scale factor for new viewports. The view scale factor is used with the VPORTS command. The view scale factor is defined by comparing the ratio of units in paper space to the units in newly created

model space viewports. The view scale factor you set is used with the VPORTS command. A value of 0 means the scale factor is Scaled to Fit.

Type:	Real
Saved in:	Drawing
Default value:	0.0

17.129 PUBLISHALLSHEETS system variable

17.129.1 Publish all sheets

Specifies whether to load the contents of the active document or of all open documents in the Publish dialog box.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Only the contents of the current document automatically load On (1): The contents of all open documents automatically load

17.130 PUCSBASE system variable

17.130.1 Paper space UCS base

Specifies the name of the UCS that defines the orthographic UCS in paper space.

Read-only

Type:	String
Saved in:	Drawing

18. Q

18.1 QAFLAGS system variable

18.1.1 Quality Assurance flags

Internal system variable with flags for Quality Assurance and testing. The value is stored as a bitcode using the sum of the values of all selected options.

Attention: this is subject to change, and not intended for regular use. Some of these options could have unpredictable or unwanted side-effects.

Type:	Short
Saved in:	Registry
Range:	0 to 32767
Default value:	0
Possible options:	1: Red device: no low quality draw 2: No pause during text screen listings 4: No 'alert' dialogs (text display instead) 8: Have Warnings act as Errors and stop scripts 16: Minimal audit report 32: Disable window recreation on switch between 2d and rendered visual styles. 64: Enable various performance measurements printed as info prompts 128: Parallel vectorization: EnableSchedulerLogOutput 256: Cmd message enable 512: Dcl take screenshot 1024: Print time on statusbar 2048: No crash dump file 4096: Create assert log file 8192: Create RED files during rendering 16384: Parallel vectorization performance measurement

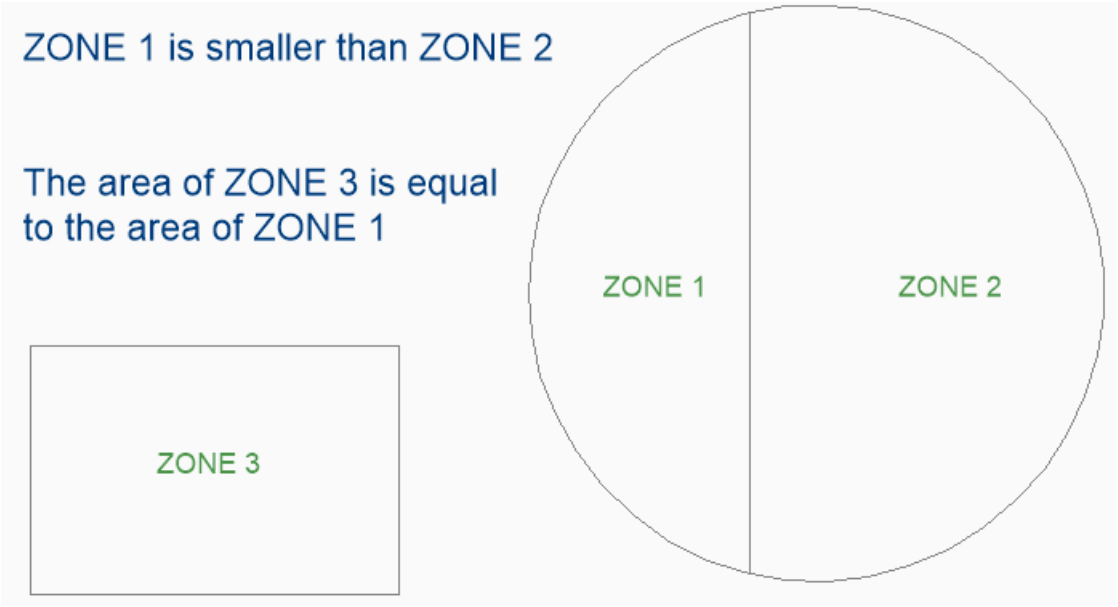
18.2 QTEXTMODE system variable

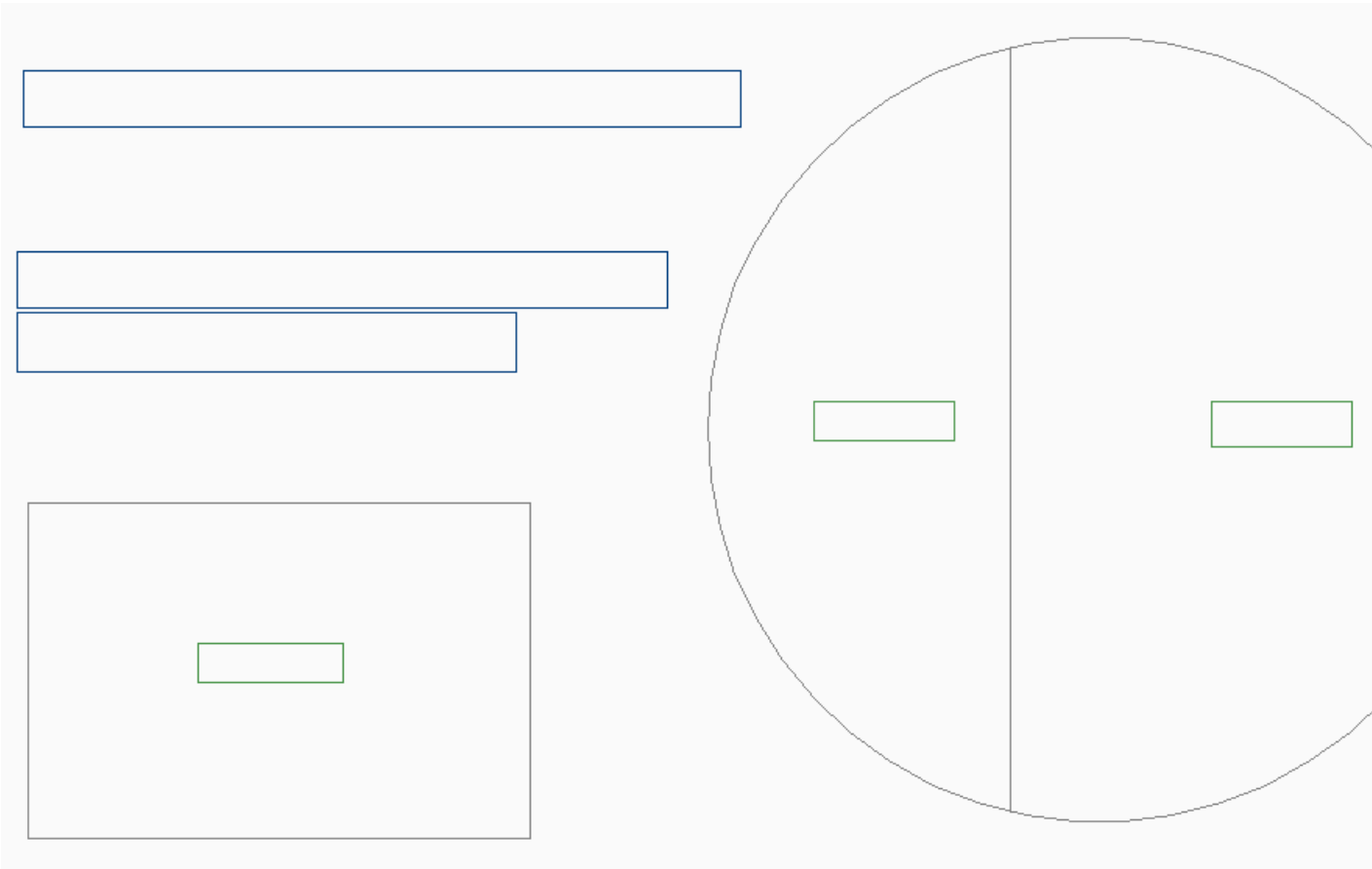
18.2.1 Quick text mode

Specifies how text entities are displayed. When On: this turns on quick text mode, rendering all text – text, mtext, attributes, dimension text, and zo on—as rectangles. When Off (0): this turns off quick text mode, returning text to its normal display. This is useful when drawings contain much text, thereby slowing down

the display of the drawing, but you still need to see the location of the text. The rectangles display the color of the text as well. To view changes on existing entities, perform a REGEN.

Type:	Boolean
Saved in:	Drawing
Range:	Off
Possible values:	Off (0): Don't display box in place of text On (1): Display box in place of text


ZONE 1 is smaller than ZONE 2
The area of ZONE 3 is equal to the area of ZONE 1
ZONE 1
ZONE 2
ZONE 3



18.3 QUADCOMMANDLAUNCH system variable

18.3.1 Quad default command launch

Enables launching the default quad command without requiring to click on the button. The default quad command depends on which command from the quad is used last.

When 0: hover over an entity to see the quad and click on the command button to launch the command.

When 1: hover over an entity to see the quad and right-click on the entity to launch the command, instead of clicking on the command button first.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Launch default quad command only by pressing button 1: Launch default quad command on mouse right-click when quad is displayed

18.4 QUADDISPLAY system variable

18.4.1 Quad display

Specifies when to display the quad. When the value is 8: suppress the quad when hovering over entities that are not in the current selection set; set **Show Quad on right-click**ON to display the Quad. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	-15 to 15
Default value:	5

Possible options:	negative: Switch off quad 1: Display the quad when the cursor hovers on an entity 2: Display the quad when entities are selected 4: Display the quad on right click 8: Suppress the quad on hover when entities are selected

18.5 QUADEXPANDDELAY system variable

18.5.1 Quad expand delay

Specifies the delay after which the quad will expand after mouse-enter.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	160

18.6 QUADEXPANDTABDELAY system variable

18.6.1 Quad expand tab delay

Specifies the delay after which hovering over a quad tab will expand the underlying buttons.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	50

18.7 QUADGOTRANSPARENT system variable

18.7.1 Quad go transparent

Specifies if the quad starts should go transparent while the mouse is moving away from it.

BricsCAD only

Type:	Boolean
Saved in:	Preference

Default value:	Off
Possible values:	Off (0): Don’t go transparent On (1): Go transparent

18.8 QUADHIDEDELAY system variable

18.8.1 Quad hide delay

Specifies how many milliseconds to wait before the quad is hidden as soon as the mouse stops moving while it's in the QuadHideMargin zone.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	350

18.9 QUADHIDEMARGIN system variable

18.9.1 Quad hide margin

Specifies the width of a margin around the quad. As long as the mouse keeps moving inside this margin, the quad will stay visible. It will gradually go transparent if QuadGoTransparent is on. As soon as the mouse movement stops, or when the mouse is moved beyond the margin, the quad will disappear.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	50

18.10 QUADICONSIZE system variable

18.10.1 Quad icon size

Specifies the size of the quad tool buttons.

BricsCAD only

Type:	Short

Saved in:	Workspace
Default value:	1
Possible values:	0: Small icons 1: Large icons 2: Extra-large icons

Рисунок 1: Small Icons

Рисунок 2: Large Icons

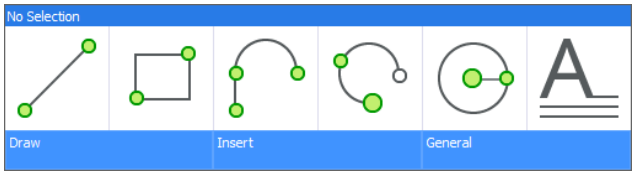


Рисунок 3: Extra Large Icons

18.11 QUADICONSPACE system variable

18.11.1 Quad icon space

Specifies the margin around the icons.

Рисунок 4: Narrow

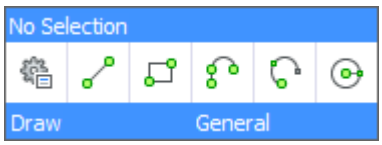


Рисунок 5: Normal

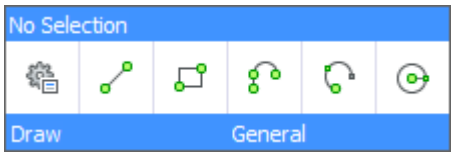


Рисунок 6: Wide

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	1
Possible values:	0: Narrow 1: Normal 2: Wide

18.12 QUADMOSTRECENTITEMS system variable

18.12.1 Quad most recent items

Specifies how many most recent items should be displayed in the top bar of the quad. The remaining slots are filled with intelligent suggestions depending on the user context.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 16
Default value:	4

18.13 QUADPOPUPCORNER system variable

18.13.1 Quad popup corner

Specifies where the quad will popup relative to the current cursor position.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	1
Possible values:	0: Upper right 1: Middle right 2: Lower right

18.14 QUADROLLOVERDELAY system variable

18.14.1 Quad rollover delay

Specifies the delay after which rollover properties appear on the quad.

Note: This is ignored in rollover-only mode (when QUADDISPLAY is off and ROLLOVERTIPS is on - in that case, the rollover properties are always shown immediately)

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 10000
Default value:	0

18.15 QUADSHOWDELAY system variable

18.15.1 Quad show delay

Specifies how many milliseconds to wait before the quad is shown when highlighting a (sub)entity.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	150

18.16 QUADWIDTH system variable

18.16.1 Quad width

Specifies in how many columns the quad icons are arranged.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	4 to 16
Default value:	6

19. R

19.1 R12SAVEACCURACY system variable

19.1.1 R12 Save accuracy

Specifies the number of segments between spline control segments or on 90 degrees elliptical arcs for saving ellipses and splines to R12.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	8

19.2 R12SAVEDEVIATION system variable

19.2.1 R12 Save deviation

Specifies the deviation for saving ellipses and splines to R12.

BricsCAD only

Type:	Real
Saved in:	Registry
Default value:	0.0

19.3 RASTERPREVIEW system variable

19.3.1 Raster preview

Specifies whether or not a preview image is saved with the drawing. This image is displayed by file managers and other programs.

Type:	Boolean
Saved in:	Registry
Default value:	On

Possible values:	Off (0): Don't create preview image On (1): Create preview image

19.4 RE_INIT system variable

19.4.1 Reinitialize Aliases

Reinitializes the digitizer, digitizer port and/or reloads PGP file (command aliases). The value is stored as a bitcode using the sum of the values of all selected options.

Read-only

Type:	Short
Saved in:	Not saved
Range:	0 to 21
Default value:	0
Possible options:	1: Digitizer input/output port reinitialization 4: Digitizer reinitialization 16: PGP file reinitialization (reload)

19.5 REALTIMESPEEDUP system variable

19.5.1 Realtime speedup

Specifies the number of mouse messages that are skipped during Realtime Pan operations.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 10
Default value:	5

19.6 REALWORLDSCALE system variable

19.6.1 Real world scale

Specifies the rendering of materials with units set to real-world scale.

Type:	Boolean
Saved in:	Drawing
Default value:	On
Possible values:	Off (0): Don't render real-world scale materials On (1): Render real-world scale materials

19.7 RECENTFILES system variable

19.7.1 Recent file list max count

Specifies the maximum number of files shown in the "Recent Files" section in the File menu (MRU's). Values between 0 and 60 are accepted.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 60
Default value:	12

19.8 RECENTPATH system variable

19.8.1 Recent path

Shows the most recently used path.

BricsCAD only

Type:	String Standard
Saved in:	Preference

19.9 REDHILITE_DUCSLOCKED_FACE_ALPHA system variable

19.9.1 Face opacity

Specifies the transparency of the highlighted face to which the Dynamic UCS has been locked by pressing the Shift key. 0 is fully transparent and 100 is fully opaque.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	25 to 100
Default value:	25

19.10 REDHILITE_DUCSLOCKED_FACE_COLOR system variable

19.10.1 Face color

Specifies the highlight color of a face to which the Dynamic UCS has been locked by pressing the Shift key.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	#007AFF

19.11 REDHILITE_HIDDENEDGE_ALPHA system variable

19.11.1 Edge opacity

Specifies the transparency of the edge. 0 is fully transparent and 100 is fully opaque.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 100
Default value:	50

19.12 REDHILITE_HIDDENEDGE_COLOR system variable

19.12.1 Edge color

Specifies the color of the edge.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	White (Settings dialog) #FFFFFF (Command line)

19.13 REDHILITEFULL_EDGE_ALPHA system variable

19.13.1 Edge opacity

Specifies the transparency of the edge. 0 is fully transparent and 100 is fully opaque.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 100
Default value:	100

19.14 REDHILITEFULL_EDGE_COLOR system variable

19.14.1 Edge color

Specifies the color of the edge.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	0, 122, 255 (Settings dialog) #007AFF (Command line)

19.15 REDHILITEFULL_EDGE_SHOWHIDDEN system variable

19.15.1 Hidden edges

Specifies whether hidden edges should be displayed.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don't show hidden edges On (1): Show hidden edges

19.16 REDHILITEFULL_EDGE_SMOOTHING system variable

19.16.1 Edge smoothing

Specifies whether to display smooth (anti-aliased) lines.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Smooth edges off On (1): Smooth edges on

19.17 REDHILITEFULL_EDGE_THICKNESS system variable

19.17.1 Edge thickness

Specifies the thickness of the edge (in pixels).

BricsCAD only

Type:	Real
Saved in:	Preference
Range:	0.0 to 20.0
Default value:	2.0

19.18 REDHILITEFULL_FACE_ALPHA system variable

19.18.1 Face opacity

Specifies the transparency of the face. 0 is fully transparent and 100 is fully opaque.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 100
Default value:	10

19.19 REDHILITEFULL_FACE_COLOR system variable

19.19.1 Face color

Specifies the color of the face.

BricsCAD only

Type:	String
Saved in:	Preference
Possible values:	0, 122, 255 (Settings dialog) #007AFF (Command line)

19.20 REDHILITEPARTIAL_SELECTEDEDGE_ALPHA system variable

19.20.1 Edge opacity

Specifies the transparency of the edge. 0 is fully transparent and 100 is fully opaque.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 100
Default value:	100

19.21 REDHILITEPARTIAL_SELECTEDEDGE_COLOR system variable

19.21.1 Edge color

Specifies the color of the edge.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	255, 128, 0 (Settings dialog) #FF8000 (Command line)

19.22 REDHILITEPARTIAL_SELECTEDEDGE_SHOWGLOW system variable

19.22.1 Glow

Specifies whether a second line below the primary line is shown, which can be used for glow effect.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don’t show glow On (1): Show glow

19.23 REDHILITEPARTIAL_SELECTEDEDGE_SMOOTHING system variable

19.23.1 Edge smoothing

Specifies whether to display smooth (anti-aliased) lines.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On

Possible values:	Off (0): Smooth edges off On (1): Smooth edges on

19.24 REDHILITEPARTIAL_SELECTEDEDGE_THICKNESS system variable

19.24.1 Edge thickness

Specifies the thickness of the edge (in pixels).

BricsCAD only

Type:	Real
Saved in:	Preference
Range:	0.0 to 20.0
Default value:	2.0

19.25 REDHILITEPARTIAL_SELECTEDEDGEGLOW_ALPHA system variable

19.25.1 Glow opacity

Specifies the transparency of the glow. 0 is fully transparent and 100 is fully opaque.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 100
Default value:	75

19.26 REDHILITEPARTIAL_SELECTEDEDGEGLOW_COLOR system variable

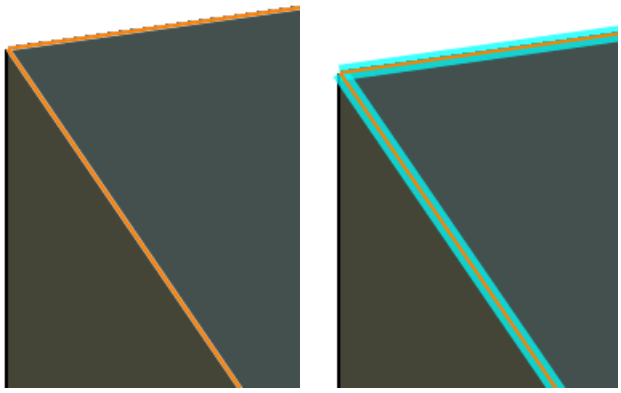
19.26.1 Glow color

Specifies the color of the glow.

BricsCAD only

Type:	String

Saved in:	Preference
Default value:	White (Settings dialog) #FFFFFF (Command line)



19.27 REDHILITEPARTIAL_SELECTEDEDGEGLOW_SMOOTHING system variable

19.27.1 Glow smoothing

Specifies whether to display smooth (anti-aliased) lines for glow.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Smooth glow lines off On (1): Smooth glow lines on

19.28 REDHILITEPARTIAL_SELECTEDEDGEGLOW_THICKNESS system variable

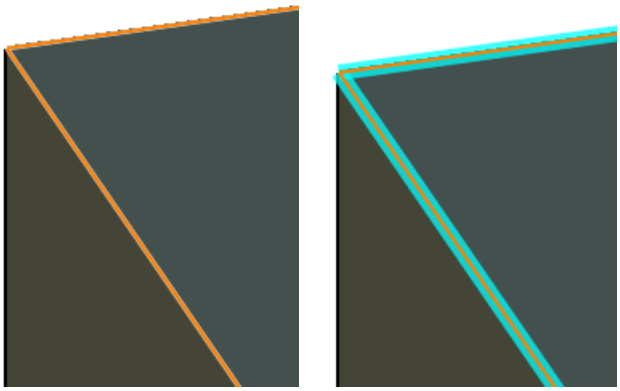
19.28.1 Glow thickness

Specifies the thickness of the glow (in pixels).

BricsCAD only

Type:	Real

Saved in:	Preference
Range:	0.0 to 20.0
Default value:	3.0



19.29 REDHILITEPARTIAL_SELECTEDFACE_ALPHA system variable

19.29.1 Face opacity

Specifies the transparency of the face. 0 is fully transparent and 100 is fully opaque.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 100
Default value:	10

19.30 REDHILITEPARTIAL_SELECTEDFACE_COLOR system variable

19.30.1 Face color

Specifies the color of the face.

BricsCAD only

Type:	String

Saved in:	Preference
Default value:	#007AFF

19.31 REDHILITEPARTIAL_UNSELECTEDEDGE_SHOWHIDDEN system variable

19.31.1 Hidden edges

Specifies whether hidden edges should be displayed.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't show hidden edges On (1): Show hidden edges

19.32 REDSDKLINESMOOTHING system variable

19.32.1 Line smoothing

Specifies whether line smoothing is enabled for 3d rendering modes. Has no effect if anti-aliasing is on.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Line smoothing off On (1): Line smoothing on

19.33 REFEDITLOCKNOTINWORKSET system variable

19.33.1 Refedit lock

Specifies whether entities that are not in the working set will be locked during the **RefEdit** command. Locked entities are seen, but cannot be edited.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Lock entities not in working set off On (1): Lock entities not in working set on

19.34 REFEDITNAME system variable

19.34.1 Refedit name

Shows the name of the currently edited reference.

Read-only

Type:	String
Saved in:	Not saved
Default value:	

19.35 REGENMODE system variable

19.35.1 Regeneration mode

Toggles the automatic regeneration of the drawing On/Off. BricsCAD will regenerate the display automatically when REGENMODE is On, but in a few cases a forced regeneration of the drawing might be necessary. This is done by the REGEN command.

Type:	Boolean
Saved in:	Drawing
Default value:	On
Possible values:	Off (0): Turn off REGENAUTO command On (1): Turn on REGENAUTO command

19.36 REGEXPAND system variable

19.36.1 Registry paths expanding type

Specifies type of storing paths in a registry (absolute or expandable). The new value is applied after application re-start.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't store paths in a portable format using environment variables On (1): Store paths in a portable format using environment variables

19.37 REMEMBERFOLDERS system variable

19.37.1 Remember folders

Specifies the default path for the standard file selection dialog boxes.

When 0: When you start the program by double-clicking a shortcut icon, if a Start In path is specified for the icon, that path is used as the default for all standard file selection dialog boxes.

When 1: The default path in each standard file selection dialog box is the last path used in that dialog box. The Start In folder specified for the shortcut icon is not used.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Use Start In path 1: Use last path used

19.38 RENDERCOMPOSITIONMATERIAL system variable

19.38.1 Render composition material

Controls whether composition materials in a BIM model are rendered or not in the BIM, Modeling, Realistic or X-Ray visual style. The variable is available in the BIM and Ultimate license level only.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0-1 (On-Off)
Default value:	0
Possible values:	0: Do not render the materials of compositions and their plies. 1: Render the materials of compositions and their plies.

19.39 RENDERMATERIALDOWNLOAD system variable

19.39.1 Download missing resources for render materials

Specifies whether some missing resources for render materials are downloaded automatically.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don’t download missing resources for render materials On (1): Download missing resources for render materials

19.40 RENDERMATERIALSPATH system variable

19.40.1 Render materials directory path

Specifies the folder(s) in which BricsCAD should look for user created render material files.

BricsCAD only

Type:	String
Saved in:	Registry

19.41 RENDERUSINGHARDWARE system variable

19.41.1 Render using hardware

Specifies if rendering should use the hardware. Switch this off if you encounter rendering problems caused by graphic card or driver. The application might need to be restarted after changing this setting.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	1
Possible values:	0: Use software only (slower) 1: Prefer hardware (faster) 2: Prefer software (only for testing purposes) 3: Use hardware only (only for testing purposes)

19.42 REPORTPANELMODE system variable

19.42.1 Report panel mode

Specifies the mode of report panel. Applicable only for commands which support it.

- Classic: Report panel has its classic appearance as dockable window.
- Modern: Report panel is a transparent window.
- Hidden: Report panel is a transparent window that is hidden into the status bar.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 2
Default value:	2
Possible values:	0: Classic 1: Modern 2: Hidden

19.43 REPOSITORYFOLDER system variable

19.43.1 Repository folder

Specifies the path to the current repository.

BricsCAD only

Type:	String Standard
Saved in:	Registry

19.44 RESTORELOSTFOCUS system variable

19.44.1 Restore lost focus (Linux)

Specifies whether to restore a lost focus. Depending on window manager, focus may be lost by using short-lived windows like quad, tipsto.

Type:	Boolean
Saved in:	Registry
Possible values:	Off (0): Do not try to recover from focus loss. On (1): Attempt automatic recovery from focus loss.

19.45 RETINADISPLAY system variable

19.45.1 Retina Display

Toggles showing Retina resolution in the drawing area On/Off. This setting is only available for Mac.

BricsCAD only

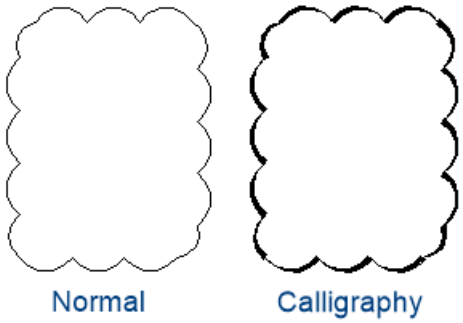
Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Enable Retina resolution On (1): Disable Retina resolution

19.46 REVCLOUDARCSTYLE system variable

19.46.1 Revision cloud default arc style

Specifies the default arc style for revision clouds: Normal or Calligraphy.

Type:	Short
Saved in:	Registry
Default value:	0
Possible values:	0: Normal 1: Calligraphy

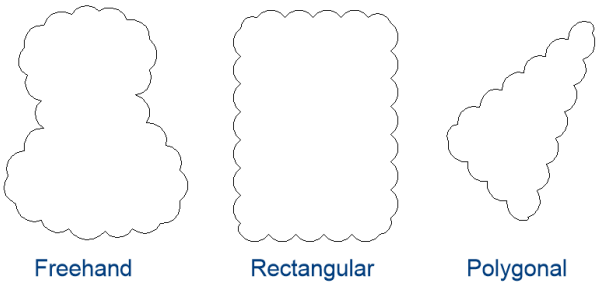


19.47 REVCLOUDCREATEMODE system variable

19.47.1 Revision cloud creation mode

Specifies the default mode for creating revision clouds.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1
Possible values:	0: Freehand 1: Rectangular 2: Polygonal



19.48 REVCLOUDGRIPS system variable

19.48.1 Revision cloud grips

Specifies how grips are displayed for revision cloud entities.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Displays grips on every arc segment On (1): Displays only the most relevant grips

19.49 REVCLOUDMAXARCLENGTH system variable

19.49.1 Revision cloud default maximum arc length

Specifies the default maximum arc length for revision clouds. The maximum arc length is multiplied by the value of the DIMSCALE variable.

Type:	Real
Saved in:	Registry
Default value:	0.375

19.50 REVCLOUDMINARCLENGTH system variable

19.50.1 Revision cloud default minimum arc length

Specifies the default minimum arc length for revision clouds. The minimum arc length is multiplied by the value of the DIMSCALE variable.

Type:	Real

Saved in:	Registry
Default value:	0.375

19.51 RHINOVERSION system variable

19.51.1 Rhino version

Version of the 3dm file (open-source 3D modal format).

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	2 to 60
Default value:	60
Possible values:	2: Rhino 2 3: Rhino 3 4: Rhino 4 50: Rhino 5 60: Rhino 6

19.52 RIBBONDOCKEDHEIGHT system variable

19.52.1 Ribbon docked height

Stores the preferred height of the ribbon bar. The height can have values between 0 and 500. For automatic height calculation set value to 0.

Type:	Short
Saved in:	Registry
Range:	0 to 500
Default value:	0

19.53 RIBBONPANELMARGIN system variable

19.53.1 Panel margin

Size, in pixels, of blank space at ribbon panel edges.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 50
Default value:	8

19.54 RIBBONSTATE system variable

19.54.1 Ribbon state

Indicates whether the ribbon bar is shown or not. The ribbon can be closed with the RIBBONCLOSE command and can be displayed with the RIBBON command.

Read-only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Don't show ribbon bar Registry On (1): Show ribbon bar

19.55 RIBBONTOOLSIZE system variable

19.55.1 Ribbon tool size

Specifies the size of the ribbon tool buttons.

BricsCAD only

Type:	Short
Saved in:	Workspace

Range:	0 to 2
Default value:	0
Possible values:	0: Small buttons 1: Large buttons 2: Extra-large buttons

19.56 ROAMABLEROOTFOLDER system variable

19.56.1 Roamable root folder

Specifies the full path to the root folder where roamable files for the current user, such as menus and plotstyles, were installed. This setting is the source for ROAMABLEROOTPREFIX.

BricsCAD only

Read-only

Type:	String Standard
Saved in:	Preference

19.57 ROAMABLEROOTPREFIX system variable

19.57.1 Roamable root prefix

Stores the full path to the root folder where roamable files for the current user, such as menus and plotstyles, were installed.

Read-only

Type:	String Standard
Saved in:	Registry

19.58 ROLLOVEROPACITY system variable

19.58.1 Rollover opacity

Specifies a degree of opacity for the quad when it's in rollover state. Between 10 (very transparent) and 100 (fully opaque).

Type:	Short

Saved in:	Registry
Range:	10 to 100
Default value:	100

19.59 ROLLOVERSELECTIONSET system variable

19.59.1 Rollover selection set

Specifies if/how the rollover tips show properties of hovered selection set. (setting the value to 2 can be slow on large selection sets).

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	2
Possible values:	0: No selection set properties 1: General selection set properties 2: Properties shared by all selected entities

19.60 ROLLOVERTIPS system variable

19.60.1 Rollover tips

Specifies whether entity properties are displayed in the quad while hovering.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't show properties on hover On (1): Show properties on hover

19.61 RTDISPLAY system variable

19.61.1 Realtime display

Specifies whether raster images and OLE entities fully display during Realtime ZOOM or PAN or as outlines only.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	0: Display raster images and OLE content 1: Display outlines only

19.62 RTROTATIONSPEEDFACTOR system variable

19.62.1 Realtime Rotation Speed Factor

Specifies the rotation speed for the Look and Walk tools (rtlook and rtwalk commands) [0.01 - 100].

BricsCAD only

Type:	Real
Saved in:	Preference
Range:	0.01 to 100.
Default value:	1

19.63 RUBBERBANDCOLOR system variable

19.63.1 Rubberband color

Specifies the color for the Rubberband line. Values between 1 and 255 are accepted.

BricsCAD only

Type:	Short
Saved in:	Registry

Range:	1 to 255
Default value:	40

19.64 RUBBERBANDSTYLE system variable

19.64.1 Rubberband dashed style

Enables or disables the dashed visualization for the rubberband.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Dashed style off On (1): Dashed style on

19.65 RUBBERSHEET (for OS X) system variable

19.65.1 Rubbersheet Touchpad

Specifies whether to allow simultaneous zoom/rotate/pan by dual finger move on touchpad.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Dual finger touch simultaneously zooms/rotates/pans off On (1): Dual finger touch simultaneously zooms/rotates/pans on

19.66 RUBBERSHEETSENSIBILITY (FOR OS X) system variable

19.66.1 Rubbersheet gesture activation sensibility

Specifies how easy touchpad gestures are activated.

Type:	Short

Saved in:	Registry
Range:	0 to 10
Default value:	5

19.67 RUNASLEVEL system variable

19.67.1 Run as license level

Specifies at which license level to run BricsCAD. The new level will be in use after restarting. If the purchased license level is lower than RUNASLEVEL, RUNASLEVEL is ignored.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 5
Default value:	5
Possible values:	0: Lite 1: Pro 2: Platinum (Obsolete) 3: BIM 4: Mechanical 5: Ultimate

20. S

20.1 SAFEMODE system variable

20.1.1 Safe mode

Specifies if executable code can be loaded and executed in the current session. Starting in a clean environment can help to eliminate potential causes of a crash.

Read-only

Type:	Boolean
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): Allows executable code run On (1): Does not allow executable code to run

20.2 SAVECHANGETOLAYOUT system variable

20.2.1 Save changes to layout

Specifies whether to save changes the user makes in print dialog to the layout.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On

20.3 SAVEFIDELITY system variable

20.3.1 Save fidelity

Specifies whether the drawing is saved with visual fidelity. Controls whether the current display of the drawing is preserved when opened in a program that does not support annotative entities.

Type:	Boolean
Saved in:	Registry

Range:	0 to 1
Default value:	On
Possible values:	Off (0): Don't save with visual fidelity On (1): Save with visual fidelity

20.4 SAVEFILE system variable

20.4.1 Save file name

Specifies the current automatic save file name.

Read-only

Type:	String
Saved in:	Not saved

20.5 SAVEFILEPATH system variable

20.5.1 Save file path

Specifies the path to the folder where automatic saves and temporary files are stored.

Type:	String Standard
Saved in:	Registry

20.6 SAVEFORMAT system variable

20.6.1 Save format

Specifies the default save format for a drawing.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 39
Default value:	4

Possible values:	1: DWG 2018 2: DXF 2018 3: Binary DXF 2018 4: DWG 2013 5: DXF 2013 6: Binary DXF 2013 7: DWG 2010 8: DXF 2010 9: Binary DXF 2010 10: DWG 2007 11: DXF 2007 12: Binary DXF 2007 13: DWG 2004 14: DXF 2004 15: Binary DXF 2004 16: DWG 2000 17: DXF 2000 18: Binary DXF 2000 19: DWG R14 20: DXF R14 21: Binary DXF R14 22: DWG R13 23: DXF R13 24: Binary DXF R13 25: DWG R11/R12 26: DXF R11/R12 27: Binary DXF R11/R12 28: DXF R10 29: Binary DXF R10 30: DXF R9

20.7 SAVELAYERSNAPSHOT system variable

20.7.1 Save Layer Snapshot with view

Specifies whether to save the layer settings with newly created views.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On

20.8 SAVENAME system variable

20.8.1 Saved drawing name

Shows the file name and folder path of the current drawing.

Read-only

Type:	String
Saved in:	Not saved

20.9 SAVEONDOCSWITCH system variable

20.9.1 Save on document switch

Specifies whether the drawing is saved automatically when another document is activated.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don't save on doc switch On (1): Save on doc switch

20.10 SAVEROUNDTRIP system variable

20.10.1 Save roundtrip

Specifies the saving of information in a database file to allow round-tripping of entity types not supported in the save file format.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On

20.11 SAVETIME system variable

20.11.1 Save time interval

Specifies the interval, in minutes, for automatic saves. If set to zero, automatic saves are turned off. Values between 0 and 240 are accepted.

Type:	Short
Saved in:	Registry
Range:	0 to 240
Default value:	60
Possible values:	0: Turn off automatic saving 1 - 240: Saves the drawing at intervals specified (in minutes)

20.12 SCREENBOXES system variable

20.12.1 Screen menu boxes

Contains the number of boxes displayed in the screen menu. If the screen menu is turned off the value is zero.

Read-only

Type:	Short
Saved in:	Not saved

20.13 SCREENMODE system variable

20.13.1 Screen mode

Stores the graphic/text state of the program display.

Read-only

Type:	Short
Saved in:	Not saved
Range:	0 to 3

Possible values:	0: Text screen is displayed 1: Drawing area is displayed 2: Dual-screen display is configured

20.14 SCREENSIZE system variable

20.14.1 Screen size

Shows the size of the current viewport in pixels (width x height).

Read-only

Type:	2D point
Saved in:	Not saved

20.15 SCRLHIST system variable

20.15.1 Scroll history

Specifies the number of Command lines to track in the Command line.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 or greater
Default value:	256

20.16 SDI system variable

20.16.1 Single-document interface (Windows)

Specifies whether a drawing is opened in a new BricsCAD instance or an existing instance. Partially implemented: SDI variable controls double-click behavior for drawings but it is still possible to open multiple documents in each BricsCAD instance. SDI setting 2 and 3 are Not saved. If SDI is set to 3, the program switches it back to 1 when the application that doesn't support multiple drawings is unloaded.

Type:	Short
Saved in:	Registry

Range:	0 to 3
Default value:	0
Possible values:	0: Multiple-drawing interface 1: Single-drawing interface 2: (Read-only) Multiple-drawing interface is disabled because an application has been loaded that does not support multiple drawings 3: (Read-only) Multiple-drawing interface is disabled because the user has set SDI to 1 and the program has loaded an application that does not support multiple drawings. (SDI was set to 1 before the application was loaded)

20.17 SECURELOAD system variable

20.17.1 Executable file security policy

Specifies security policy for loading executable files.

Read-only

Type:	Short
Saved in:	Not saved
Range:	0 to 2
Default value:	0
Possible values:	0: No security policy 1: Warn if loading from untrusted location 2: Load only from trusted locations

20.18 SECTIONSETTINGSSEARCHPATH system variable

20.19 SELECTIONANNODISPLAY system variable

20.19.1 Show all annotation scales on selection

Specifies if all scale representations for selected annotative entities are displayed.

Type:	Boolean
Saved in:	Registry

Default value:	On
Possible values:	Off (0): Disable annotation scales display On (1): Enable annotation scales display

20.20 SELECTIONAREA system variable

20.20.1 Selection area

Specifies the display of selection area effects.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't show selection area effects On (1): Show selection area effects

20.21 SELECTIONAREAOPACITY system variable

20.21.1 Selection area opacity

Specifies the transparency of the selection area (lower value = more transparent). This is only in effect when SELECTIONAREA setting is On.

Type:	Short
Saved in:	Registry
Range:	0 to 100
Default value:	25

20.22 SELECTIONMODES system variable

20.22.1 Selection modes

Specifies which subentities or detected boundaries, should be highlighted in selection preview. The value is stored as a bitcode using the sum of the values of all selected options. While in selection preview, you can use the TAB key to cycle through the included subentity types and detected boundaries.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 15
Default value:	0
Possible options:	1: Select edges 2: Select faces 4: Select detected boundaries 8: Select vertices

20.23 SELECTIONPREVIEW system variable

20.23.1 Selection preview display

Specifies in which cases entities are highlighted when the pickbox cursor hovers over them: when no commands are active or when a command prompts for entity selection. The value is stored as a bitcode using the sum of the values of all selected options.

When QUADDISPLAY is on, the value of the SELECTIONPREVIEW option 'When no commands are active' will be overruled, and treated as 'ON'.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	3
Possible options:	1: When no commands are active 2: When a command prompts for entity selection

20.24 SELECTSIMILARMODE system variable

20.24.1 Match options for SELECTSIMILAR

Specifies which properties must match for an entity of the same type to be selected with SELECTSIMILAR. For this command to operate as intended, at least one property must be turned on. When all properties are turned off, this command selects only the entity(ies) you pick at the 'Select entities' prompt. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	0 to 255
Default value:	130
Possible options:	0: Object type 1: Color 2: Layer 4: Linetype 8: Linetype scale 16: Lineweight 32: Plot style 64: Object style 128: Name

20.25 SETBYLAYERMODE system variable

20.25.1 Options for SETBYLAYERMODE

Specifies which layer properties would be applied by SETBYLAYER command.

Type:	Short
Saved in:	Registry
Range:	0 to 255
Default value:	255
Possible values:	0: None 1: Color 2: Linetype 4: Lineweight 8: Material 16: Plot style 32: ByBlock 64: Blocks 128: Transparency

20.26 SHADEDGE system variable

20.26.1 Shading edges

Specifies how faces and edges display in rendered views.

Type:	Short
Saved in:	Drawing
Range:	0 to 3
Default value:	3
Possible values:	0: Faces shaded, edges not highlighted 1: Faces shaded, edges drawn in background color 2: Faces not filled, edges in entity color 3: Faces in entity color, edges in background color

20.27 SHADEDIF system variable

20.27.1 Shading diffusion

Specifies the ratio of diffuse reflective light to ambient light as a percentage of diffuse reflective light when SHADEDGE is set to 0 or 1.

Type:	Short
Saved in:	Drawing
Range:	0 to 100
Default value:	70

20.28 SHEETNUMBERLEADINGZEROES system variable

20.28.1 Sheet number leading zeroes

Specifies how to format the 'Number' value of new sheets.

BricsCAD only

Type:	Short
Saved in:	Preference

Range:	1 to 8
Default value:	1
Possible values:	1: 1 (1, 2, 3, ...) 2: 2 (01, 02, 03, ...) 3: 3 (001, 002, 003, ...) 4: 4 (0001, 0002, 0003, ...) 5: 5 (00001, 00002, 00003, ...) 6: 6 (000001, 000002, 000003, ...) 7: 7 (0000001, 0000002, 0000003, ...) 8: 8 (00000001, 00000002, 00000003, ...)

20.29 SHEETSETAUTOBACKUP system variable

20.29.1 Sheet set automatic backup

Specifies whether a backup file is created whenever a sheet set file is opened. The backup files have the same name as the sheet set file but with a '*.ds$' extension.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't create backup files On (1): Create backup files

20.30 SHEETSETTEMPLATEPATH system variable

20.30.1 Sheet Set template path

Specifies the path to the Sheet Set Templates folder. The default path is: *\Users\<user name>\AppData \Local\ Bricsys\BricsCAD\Vxx\en_US\Templates\Sheet Sets*

Type:	String Standard
Saved in:	Preference

20.31 SHORTCUTMENU system variable

20.31.1 Shortcut menus

Specifies the status of the DEFAULT, EDIT and COMMAND shortcut menus. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	0 to 31
Default value:	19
Possible options:	0: Disable all Default, Edit, and Command mode shortcut menus 1: Enable Default mode shortcut menus 2: Enable Edit mode shortcut menus 4: Enable Command mode shortcut menus (available whenever a command is active) 8: Enable Command mode shortcut menus only when command options are currently available from the Command line 16: Enable display of a shortcut menu when the right button on the pointing device is held down longer

20.32 SHORTCUTMENUDURATION system variable

20.32.1 Shortcut menu duration

Specifies how long the right button on a pointing device must be pressed to display a shortcut menu.

Type:	Long
Saved in:	Registry
Range:	100 to 10000
Default value:	250

20.33 SHOWDOCTABS system variable

20.33.1 Tabs visibility

Toggles showing of the document tabs On/Off. You can make the drawing area larger by hiding the document tabs from the user interface.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't make tabs visible On (1): Make tabs visible

20.34 SHOWFULLPATHINTITLE system variable

20.34.1 Display full path in title

Specifies whether the title bar displays the full path of a drawing, or only the file name.

Type:	Boolean
Saved in:	Preference
Default value:	Off

20.35 SHOWLAYERUSAGE system variable

20.35.1 Layer Usage

Shows information about layer usage in the layer presentation panel. In the column **Current**, the **Layer Usage** icons indicate when viewport settings for the current layout and paper space viewport are different from model space settings:

 : Current layer with viewport overrides.

 : Layer with viewport overrides.

 : Empty layer with viewport overrides.

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Do not display Layer Usage On (1): Display Layer Usage

20.36 SHOWSCROLLBUTTONS system variable

20.36.1 Scroll buttons

With this style, left and right scroll buttons are displayed On/Off.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't show scroll buttons On (1): Show scroll buttons

20.37 SHOWTABCLOSEBUTTON system variable

20.37.1 Close button on tabs

Toggles showing of close button on the tab bars On/Off.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don't show close button on tabs On (1): Show close button on tabs

20.38 SHOWTABCLOSEBUTTONACTIVE system variable

20.38.1 Close button on active tab

Toggles showing of close button on the active tab only On/Off.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off

Possible values:	Off (0): Don't show close button on the active tab only On (1): Show close button on the active tab only

20.39 SHOWTABCLOSEBUTTONALL system variable

20.39.1 Close button on all tabs

Toggles showing of close button on all tabs On/Off.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't show close button on all tabs On (1): Show close button on all tabs

20.40 SHOWWINDOWLISTBUTTON system variable

20.40.1 Window list button

With this style, a drop-down list of windows is available On/Off.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't show window list button On (1): Show window list button

20.41 SHPNAME system variable

20.41.1 Shape name

Stores a default shape name according to naming conventions. Type a period (.) to set no default. Shapes are an early version of blocks that were efficient, but difficult to code. Shapes are rarely used anymore.

Type:	String

Saved in:	Not saved
Default value:	

20.42 SINGLETONMODE system variable

20.42.1 Singleton mode

Switch to control whether one or more instances of BricsCAD can run simultaneously. When set to Off, only a single instance of BricsCAD can run. When set to On, you can launch two or more copies of BricsCAD at the same time.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Singleton mode off On (1): Singleton mode on

20.43 SKETCHINC system variable

20.43.1 Sketch increment

Stores the record increment for the SKETCH command.

Type:	Real
Saved in:	Drawing
Default value:	1.0

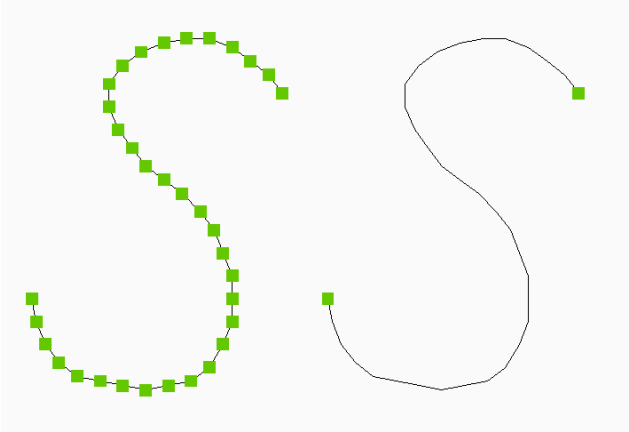
20.44 SKPOLY system variable

20.44.1 Sketch poly

Specifies the entity type (lines or polylines) created by the SKETCH command.

Type:	Boolean
Saved in:	Drawing

Default value:	0
Possible values:	Off (0): Generate lines On (1): Generate polylines



20.45 SKYSTATUS system variable

20.45.1 Sky status

Specifies whether sky illumination is computed at render time. (Not yet supported)

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible values:	0: No sky 1: Sky background 2: Sky background and illumination

20.46 SLABTHICKNESS system variable

20.46.1 Default slab thickness

Default thickness of floor slabs, when using BIMQUICKDRAW.

BricsCAD only

Type:	Real

Saved in:	Drawing
Default value:	250 mm / 10"

20.47 SMASSEMBLYEXPORTMODE system variable

20.47.1 Modification of exported assemblies

Specifies whether the original assembly is modified after running the SMASSEMBLYEXPORT command.

BricsCAD only

Type:	Short
Saved in:	Registry
Possible values:	0: Do not change external components 1: Keep recognized features on sheet metal/poor sheet metal parts

20.48 SMASSEMBLYEXPORTREPORTPATHTYPE system variable

20.48.1 Report file path type

Determines whether absolute or relative path to files will be used in the reports generated by the command.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible values:	0: Relative paths 1: Absolute paths

20.49 SMASSEMBLYEXPORTSOLIDTYPESINREPORTS system variable

20.49.1 Solid types in reports

Determines which types of solids will be present in command reports. Each solid belongs to one of four types: sheet metal, poor sheet metal, non sheet metal or standard part component solid. Sheet metal and poor sheet metal solids are always present in the reports.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 3
Default value:	0
Possible values:	1: Non sheet metal solids 2: Standard part component solids

20.50 SMATTRIBUTESLAYERCOLOR system variable

20.50.1 Color of the attributes layer

Defines a color which will be assigned to layer containing attributes after SmUnfold and SmExport2d.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	7

20.51 SMATTRIBUTESLAYERTEXTHEIGHT system variable

20.51.1 Height of the text

Height of the text from Attributes Layer.

BricsCAD only

Type:	Real

Saved in:	Registry
Default value:	0.01

20.52 SMATTRIBUTESLAYERTEXTHEIGHTTYPE system variable

20.52.1 Type of the text height

Determines type of the text height: bounding box ratio or absolute value.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	0: Bounding box ratio 1: Absolute value

20.53 SMBENDANNOTATIONSLAYERCOLOR system variable

20.53.1 Color of the bend annotations text layer

Defines a color which will be assigned to layer containing bend annotations after SmUnfold and SmExport2d.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	5

20.54 SMBENDANNOTATIONSLAYERTEXTHEIGHT system variable

20.54.1 Height of the text

Height of the text from Bend Annotation Text Layer.

BricsCAD only

Type:	Real
Saved in:	Registry
Default value:	0.01

20.55 SMBENDANNOTATIONSLAYERTEXTHEIGHTTYPE system variable

20.55.1 Type of the text height

Determines type of the text height: bounding box ratio or absolute value.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	0: Bounding box ratio 1: Absolute value

20.56 SMBENDLINESUPLAYERCOLOR system variable

20.56.1 Color of the bend up lines layer

Defines a color which will be assigned to layer containing bend up lines after SmUnfold and SmExport2d.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	1

20.57 SMBENDLINESUPLAYERLINETYPE system variable

20.57.1 Linetype of the bend up lines layer

Determines the linetype of the bend up lines layer entities.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	CONTINUOUS

20.58 SMBENDLINESUPLAYERLINEWEIGHT system variable

20.58.1 Lineweight of the bend up layer

Determines the lineweight of the bend up layer. Values between -3 and 211 are accepted. -1=ByLayer, -2=ByBlock, -3=Default

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	-3 to 211
Default value:	-3

20.59 SMBENDLINESDOWNLAYERCOLOR system variable

20.59.1 Color of the bend down lines layer

Defines a color which will be assigned to layer containing bend down lines after SmUnfold and SmExport2d.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255

Default value:	1

20.60 SMBENDLINESDOWNLAYERLINETYPE system variable

20.60.1 Linetype of the bend down lines layer

Determines the linetype of the bend down lines layer entities.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	CONTINUOUS

20.61 SMBENDLINESDOWNLAYERLINEWEIGHT system variable

20.61.1 Lineweight of the bend down layer

Determines the lineweight of the bend down layer. Values between -3 and 211 are accepted. -1=ByLayer, -2=ByBlock, -3=Default

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	-3 to 211
Default value:	-3

20.62 SMCOLORBEND system variable

20.62.1 Bend relief feature color

Visual color of entities related to bend reliefs.

BricsCAD only

Type:	String
Saved in:	Registry

Default value:	#FFDC50

20.63 SMCOLORBENDRELIEF system variable

20.63.1 Bend relief feature color

Visual color of entities related to bend reliefs.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#64D296

20.64 SMCOLORBEVEL system variable

20.64.1 Bevel feature color

Visual color of entities related to bevels.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#64D296

20.65 SMCOLORCORNERRELIEF system variable

20.65.1 Corner relief feature color

Visual color of entities related to corner reliefs.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#64D296

20.66 SMCONTOURSLAYERLINETYPE system variable

20.66.1 Linetype of the contour layer

Determines the linetype of the contour layer entities.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	CONTINUOUS

20.67 SMCONTOURSLAYERLINEWEIGHT system variable

20.67.1 Lineweight of the contour layer

Determines the lineweight of the Contour layer. Values between -3 and 211 are accepted. -1=ByLayer, -2=ByBlock, -3=Default

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	-3 to 211
Default value:	30

20.68 SMCONTOURSLAYERCOLOR system variable

20.68.1 Color of the contour layer

Defines a color which will be assigned to layer in 2D dxf containing unfolded geometry after SmUnfold and SmExport2d.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255

Default value:	7

20.69 SMCONVERTMAXIMALBEVELANGLE system variable

20.69.1 Maximal angle of bevel

Determines maximal angle of bevel.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0 to 90
Default value:	80

20.70 SMCONVERTMINIMALBEVELANGLE system variable

20.70.1 Minimal angle of bevel

Determines minimal angle of bevel.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0 to 90
Default value:	1

20.71 SMCONVERTPREFERFORMFEATURES system variable

20.71.1 Prefer form features to flanges and bends

Controls which set of features has to be recognized on solid faces if they can be described by single form feature or set of flanges and bends (i.e. bridge-like insert on large flange).

BricsCAD only

Type:	Boolean

Saved in:	Drawing
Default value:	Off
Possible values:	0: Off 1: On

20.72 SMCONVERTPREFERHEMFEATURES system variable

20.72.1 Prefer hem features to flanges and bends

Controls which set of features has to be recognized on solid faces if they can be described by single hem feature or by bend and flange.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	On
Possible values:	0: Off 1: On

20.73 SMCONVERTPREFERZEROBENDFEATURES system variable

20.73.1 Prefer zero bend features to wrong bends

Controls which set of features has to be recognized on solid faces if they can be described by zero bend feature or by wrong bend feature.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	On
Possible values:	0: Off 1: On

20.74 SMCONVERTRECOGNIZEHOLES system variable

20.74.1 Recognize holes

If turned on, holes on the flanges will be recognized as features.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	0: Off 1: On

20.75 SMCONVERTRECOGNIZERIBCONTROLCURVES system variable

20.75.1 Recognize rib control curves

Controls recognition of 2D control curves for rib features.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	0: Off 1: On

20.76 SMCONVERTWRONGFEATURETHICKNESSDEVIATIONTYPE system variable

20.76.1 Type of deviation of wrong feature thickness

Determines whether deviation value is treated as ratio to model thickness or absolute value.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0

Possible values:	0: Thickness ratio 1: Absolute value

20.77 SMCONVERTWRONGFEATURETHICKNESSDEVIATIONVALUE system variable

20.77.1 Deviation value of wrong feature thickness

Determines allowed deviation between model thickness of given wrong feature.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0 to 1e6
Default value:	0.2

20.78 SMDEFAULTKFACTOR system variable

20.78.1 K-Factor value

Sets location ratio of the neutral surface, for example surface not stretched or squeezed when the sheet is bent, to the material thickness. Value ranges from 0 for internal bend radius to 1 for the external bend radius. Value will be used to initialize sheet metal settings in the document.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0 to 1
Default value:	0.27324

20.79 SMDEFAULTHEMRELATIVEBENDDEDUCTION system variable

20.79.1 Hem relative bend deduction value

Sets relative to thickness bend deduction value used for closed hem unfolding. Value ranges from 0 which leads to hem lengthening to 10 which means shortening bend zone by a value equal to 8 * thickness. Value will be used to initialize sheet metal settings in the document.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0 to 10
Default value:	2.4

20.80 SMDEFAULTFORMFEATUREUNFOLDMODE system variable

20.80.1 Form feature unfolding mode

Determines appearance of form features in unfolded part. Value will be used to initialize sheet metal settings in the document.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	4
Possible values:	0: Keep 1: Remove 2: Project 3: Contour 4: Symbol

20.81 SMDEFAULTBENDLINEEXTENTTYPE system variable

20.81.1 Bend line extent type

Determines if bend line extent is thickness ratio or absolute value. Value will be used to initialize sheet metal settings in the document.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0

Possible values:	1: Thickness ratio 2: Absolute value

20.82 SMDEFAULTBENDLINEEXTENTVALUE system variable

20.82.1 Bend line extent value

Controls how much bend lines stretch out of contour (if the value is positive), do not reach it (if the value is negative), or just touch it (if the value is zero). Value will be used to initialize sheet metal settings in the document.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	-1000000 to 1000000
Default value:	0.25

20.83 SMDEFAULTBEVELFEATUREUNFOLDMODE system variable

20.83.1 Bevel unfolding mode

Determines appearance of bevels in unfolded part. Value will be used to initialize sheet metal settings in the document.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	2
Possible values:	0: Keep 1: Remove 2: Annotate

20.84 SMEXPORTOSMAPPROXIMATIONACCURACY system variable

20.85 SMEXPORTOSMMINIMALEDGELENGTH system variable

20.86 SMFORMFEATURESUPCOLOR system variable

20.86.1 Color of the form features up layer

Defines a color which will be assigned to layer containing form features after SmUnfold and SmExport2d.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	6

20.87 SMFORMFEATURESUPLAYERLINETYPE system variable

20.87.1 Linetype of the form features up layer

Determines the linetype of the form feature layer entities.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	CONTINUOUS

20.88 SMFORMFEATURESDOWNCOLOR system variable

20.88.1 Color of the form features down layer

Defines a color which will be assigned to layer containing form features after SmUnfold and SmExport2d.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255

Default value:	6

20.89 SMFORMFEATURESUPLAYERLINEWEIGHT system variable

20.89.1 Lineweight of the form features up layer

Determines the lineweight of form feature layer. Values between -3 and 211 are accepted. -1=ByLayer, -2=ByBlock, -3=Default

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	-3 to 211
Default value:	-3

20.90 SMFORMFEATURESDOWNLAYERLINETYPE system variable

20.90.1 Linetype of the form features down layer

Determines the linetype of the form feature layer entities.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	CONTINUOUS

20.91 SMFORMFEATURESDOWNLAYERLINEWEIGHT system variable

20.91.1 Lineweight of the form features down layer

Determines the lineweight of form feature layer. Values between -3 and 211 are accepted. -1=ByLayer, -2=ByBlock, -3=Default

BricsCAD only

Type:	Short
Saved in:	Registry

Range:	-3 to 211
Default value:	-3

20.92 SMJUNCTIONCREATEHEALCOINCIDENT system variable

20.92.1 Heal coincident junction faces

Controls recognition of junction design with coincident faces and its conversion to regular junctions

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off

20.93 SMOOTHMESHCONVERT system variable

20.93.1 Mesh conversion mode

Specifies mesh to 3d solid or surface conversion mode, used by commands CONVTOSOLID or CONVTOSURFACE. Currently we support conversion only to faceted models, so values 0 and 1, corresponding to conversion to smooth models, are not accessible.

Type:	Short
Saved in:	Not saved
Range:	2 to 3
Default value:	2
Possible values:	2: Conversion result is faceted and optimized 3: Conversion result is faceted and not optimized

20.94 SMPARAMETRIZEHOLESPARAMETRIZATION system variable

20.94.1 Hole parametrization

Controls parametrization for straight holes. If **Convert holes to array** is on, holes on flanges will be checked to be grouped into parametric rectangular array. If **Parametrize holes** is on, holes which are not included to arrays will be constrained.

BricsCAD only

Type:	Short
Saved in:	Drawing
	0 to 3
Default value:	3
Possible values:	0: Does not parametrize holes 1: Parametrize holes 2: Convert holes to array

20.95 SMREPAIRLOFTEDBENDMERGE system variable

20.95.1 Merge lofted bends

If turned on, adjacent lofted bends with tangential connection will be merged to single lofted bend.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off

20.96 SMSMARTFEATURES system variable

20.96.1 Automatically update sheet metal features

Controls whether sheet metal features are rebuilt automatically when sheet metal commands have been executed. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 7
Default value:	3

Possible options:	1: Allow rebuilding sheet metal features 2: Allow automatic edges imprint after rebuild 4: Allow automatic creation of junctions after creating bends

20.97 SMSPLITAMBIGUOUSINPUT system variable

20.97.1 Ambiguous input behavior

Controls command behavior to resolve situations when command can't univocally deduce face or entity to which input point or 2D curve relates to.

BricsCAD only

Type:	Short
Saved in:	Drawing
	0 to 1
Default value:	0
Possible values:	0: Prompt user 1: Command fail

20.98 SMSPLITCONVERTBENDTOJUNCTION system variable

20.98.1 Convert bend to junction

If enabled, split turns corner residue bend after split to junction.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	On

20.99 SMSPLITHEALCOINCIDENT system variable

20.99.1 Heal coincident miter faces

Controls appearance of coincident miter faces healing option in command prompt.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off

20.100 SMSPLITORTHOGONALBENDSPLIT system variable

20.100.1 Orthogonal bend split

Determines split behavior when split curve touches bend. If enabled, split direction for bend will be orthogonal to bend axis. If disabled, split direction will be tangential to split curve.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off

20.101 SMTARGETCAM system variable

20.101.1 Target CAM

Defines a target CAM system for processing sheet metal parts unfolded with BricsCAD using SmUnfold command.

BricsCAD only

Type:	String
Saved in:	Registry

20.102 SMOVERALLANNOTATIONSLAYERCOLOR system variable

20.102.1 Color of the overall dimensions annotations layer

Defines a color which will be assigned to layer containing overall dimensions annotations after SmUnfold and SmExport2d.

BricsCAD only

Type:	Short

Saved in:	Registry
Range:	1 to 255
Default value:	3

20.103 SMOVERALLANNOTATIONSLAYERLINETYPE system variable

20.103.1 Linetype of the overall annotation layer

Determines the linetype of the overall annotation layer entities.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	CONTINUOUS

20.104 SMOVERALLANNOTATIONSLAYERLINEWEIGHT system variable

20.104.1 Lineweight of the overall annotation layer

Determines the lineweight of bend annotation layer. Values between -3 and 211 are accepted. -1=ByLayer, -2=ByBlock, -3=Default

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	-3 to 211
Default value:	-3

20.105 SMBEVELFEATURECOLOR system variable

20.105.1 Color of the bevel features layer

Defines a color which will be assigned to layer containing bevel features after SmUnfold and SmExport2d.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	6

20.106 SNAPANG system variable

20.106.1 Snap angle

Specifies the rotation of snap, grid and crosshairs for the current viewport relative to the current UCS.

Type:	Real
Saved in:	Drawing
Default value:	0.0

20.107 SNAPBASE system variable

20.107.1 Snap base

Specifies the origin point of snap and grid in the current viewport relative to the current UCS.

Type:	2D point
Saved in:	Drawing
Default value:	0,0

20.108 SNAPCOLOR system variable

20.108.1 Snap color (Obsolete)

Replaced by SNAPMARKERCOLOR.

BricsCAD only

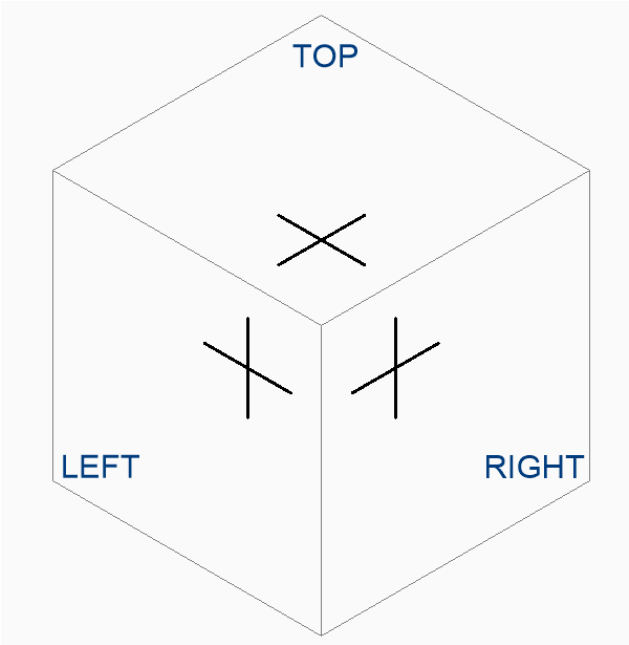
Type:	Short
Saved in:	Registry

20.109 SNAPISOPAIR system variable

20.109.1 Snap isometric pair

Specifies the current viewport's isometric plane (left, top or right), used if SNAPSTYL is isometric. Press **F5** function key to set the appropriate drawing plane: **Left**, **Top** or **Right**.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible values:	0: Left 1: Top 2: Right



20.110 SNAPMARKERCOLOR system variable

20.110.1 Snap marker color

Specifies the color of the snap marker. Values between 1 and 255 are accepted.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 255
Default value:	20

20.111 SNAPMARKERSIZE system variable

20.111.1 Snap marker size

Specifies the size of the snap marker.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	6

20.112 SNAPMARKERTHICKNESS system variable

20.112.1 Snap marker thickness

Specifies the thickness of the snap marker.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	2

20.113 SNAPMODE system variable

20.113.1 Snap mode

Toggles snap On or Off for the current viewport. This setting is overridden when SNAPTYPE is set to **Adaptive Grid Snap**.

Type:	Boolean

Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Snap off (for current viewport) On (1): Snap on (for current viewport)

20.114 SNAPSIZE system variable

20.114.1 Snap size (Obsolete)

Replaced by SNAPMARKERSIZE.

BricsCAD only

Type:	Short
Saved in:	Registry

20.115 SNAPSTYL system variable

20.115.1 Snap style

Specifies whether the snap style for the current viewport is rectangular or isometric.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible values:	0: Rectangular snap 1: Isometric snap

20.116 SNAPTHICKNESS system variable

20.116.1 Snap thickness (Obsolete)

Replaced by SNAPMARKERTHICKNESS.

BricsCAD only

Type:	Short

Saved in:	Registry

20.117 SNAPTYPE system variable

20.117.1 Snap type

Specifies the snap type for the current viewport: grid snap, polar snap or adaptive grid snap.

During **Adaptive Grid Snap**, the snap spacing is calculated depending on the ratio of the current drawing units per displayed pixel and the AdaptiveGridStepSize setting. This option overrides SNAPMODE.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: Grid snap 1: Polar snap 2: Adaptive Grid Snap

20.118 SNAPUNIT system variable

20.118.1 Snap unit

Specifies the current viewport's snap spacing and specifies the spacing between snap points. If SNAPSTYL is 1 (isometric snap), the SNAPUNIT X value will adjust itself automatically to reflect the isometric snap. There is no snap in the Z direction.

Type:	2D point
Saved in:	Drawing
Default value:	0.5,0.5

20.119 SOLIDCHECK system variable

20.119.1 Solid check

Toggles the 3D solid validation for the current BricsCAD session.

Type:	Boolean

Saved in:	Not saved
Default value:	On
Possible values:	Off (0): Solid validation off On (1): Solid validation on

20.120 SORTENTS system variable

20.120.1 Sort entities

Specifies the entity display sort order. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Drawing
Range:	0 to 127
Default value:	127
Possible options:	0: Off 1: Entity selection 2: Entity snap 4: Redraws 8: Mslide slide creation 16: Regens 32: Plotting 64: PostScript output

20.121 SPAADJUSTMODE system variable

20.121.1 Adjust mode

The adjustment mode is used for triangle smoothing. This variable is ignored if FACETRES is used. Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Short
Saved in:	Preference

Range:	0 to 2
Default value:	0
Possible values:	0: None (Leave everything alone) 1: Non grid (Adjust points surrounded by triangles by moving nodes in the center of surrounding nodes) 2: All (Also adjusts grid nodes)

20.122 SPACHECKLEVEL system variable

20.122.1 Check level

Check level used in AUDIT and SOLIDEDIT for checking ACIS entities. Value 10 is the lowest, used for fast checking. Value 70 is the maximum, used for comprehensive time consuming check. Audit is used to repair drawings that are open. SolidEdit edits the faces, edges and bodies of 3D solids and 2D regions. Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 70
Default value:	10
Possible values:	0: Basic transformation consistency, basic pointer and fatal topology checks. 10: Basic geometry checks. Cellular topology checks. 20: Data sharing checks. Face area and loop orientation check. Medium checks of curve geometry. 30: General surface checks. Check for sliver faces. 40: Degenerate spline surface check. Compatibility check between surface and pcurve's surface. Check that COEDGE has a partner on a single-sided face. 50: Body containment checks. Compatibility check between pcurve location and (non-tolerant) coedge location. 60: Convexity points check. 70: Lump and shell containment checks. Face-face intersection checks. Curve parametrization check.

20.123 SPAGRIDASPECTRATIO system variable

20.123.1 Grid aspect ratio

Grid aspect ratio specifies the approximate aspect ratio of each cell in the grid. If the value is close to 1, then the cell is close to a square. This does not guarantee the aspect ratio of the facet, which may consist of only a part of a cell. This variable is ignored if FACETRES is used. Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.0

20.124 SPAGRIDMODE system variable

20.124.1 Grid mode

Specifies how grids are used in the mesh process. This variable is ignored if FACETRES is used. Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	1
Possible values:	0: No grids at all 1: Grids in interior 2: Allow grid to divide model edges 3: Grid only in one direction, u or v

20.125 SPAMAXFACETEDGELENGTH system variable

20.125.1 Maximum facet edge length

Specifies the maximum length of a facet side. The recommended, and default, value of 0 allows the software to determine and use an optimal value. Specifying a length that is too small can lead to high memory consumption and poor performance. This variable is ignored if SPAUSEFACETRES is used.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.0

20.126 SPAMAXNUMGRIDLINES system variable

20.126.1 Maximum number of grid lines

The maximum grid lines specifies the maximum number of grid subdivisions. This prevents the facet data of a face from getting too big. This variable is ignored if FACETRES is used. Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Long
Saved in:	Preference
Default value:	512

20.127 SPAMINUGRIDLINES system variable

20.127.1 Minimum number of U grid lines

Specifies the minimum number of U grid lines. At least this number of grid lines are generated in U direction. This variable is ignored if FACETRES is used. Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Long
Saved in:	Preference
Default value:	0

20.128 SPAMINVGRIDLINES system variable

20.128.1 Minimum number of V grid lines

Specifies the minimum number of V grid lines. At least this number of grid lines are generated in V direction. This variable is ignored if FACETRES is used. Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Long
Saved in:	Preference
Default value:	0

20.129 SPANORMALTOL system variable

20.129.1 Normal tolerance

The normal tolerance specifies the maximum normal deviation allowed between two normals on two adjacent facet nodes in degrees. The proper value is usually independent of the model size. This variable is ignored if FACETRES is used. Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	15.0

20.130 SPASURFACETOL system variable

20.130.1 Surface tolerance

The surface tolerance specifies the maximum distance between a facet edge and the true surface. The proper value is dependent on the model size. This variable is ignored for output to STL and PDF if FACETRES is used. Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	-1.0

20.131 SPATRIANGMODE system variable

20.131.1 Triangulation mode

Triangulation mode identifies what portion of the mesh is to be triangulated. This variable is ignored if FACETRES is used. Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 5
Default value:	1
Possible values:	0: No triangulation 1: Triangulate everywhere 2: Triangulate against the boundary 3: Also triangulate first grid level 4: Triangulate to 3 levels of fringe 5: Triangulate to 4 levels of fringe

20.132 SPAUSEFACETRES system variable

20.132.1 Use FACETRES system variable

Specifies whether the FACETRES system variable will be used instead of normal tolerance. Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On

20.133 SPLFRAME system variable

20.133.1 Spline frame

Specifies whether the control frame for helixes.

Type:	Boolean

Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don't display control frame for helixes. On (1): Display control frame for helixes.

20.134 SPLINESEGS system variable

20.134.1 Spline segments

Specifies how many line segments are to be generated for each spline-fit polyline (spline option of the PEDIT command). Values between -32768 and 32768 are accepted. With a negative value a fit-type curve is applied. A fit-type curve is composed of arc-segments, which yields a smoother curve, but it takes longer to generate.

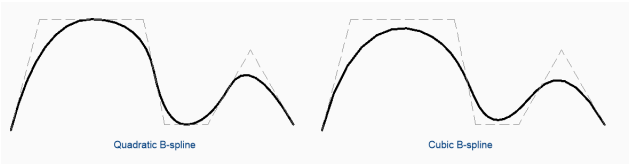
Type:	Short
Saved in:	Drawing
Range:	-32768 to 32767
Default value:	8

20.135 SPLINETYPE system variable

20.135.1 Spline type

Specifies the curve type to be generated by the Spline option of the PEDIT command: Quadratic B-spline or Cubic B-spline.

Type:	Short
Saved in:	Drawing
Range:	5 to 6
Default value:	6
Possible values:	5: Quadratic B-spline 6: Cubic B-spline



20.136 SRCHPATH system variable

20.136.1 Support file search path

Specifies the folder(s) in which BricsCAD should look for text fonts, customization files, plug-ins, drawings to insert, linetypes, and hatch patterns that are not in the current folder. Search paths are separated by semicolons (;).

BricsCAD only

Type:	String
Saved in:	Registry

20.137 SSFOUND system variable

20.137.1 Sheet set found

Displays the sheet set file name and path that is associated with the current drawing file (if it is currently open).

Read-only

Type:	String
Saved in:	Not saved

20.138 SSLOCATE system variable

20.138.1 Sheet set locate

Specifies whether BricsCAD will try to locate and open a sheet set for the drawing that is being opened.

Type:	Boolean
Saved in:	Registry
Default value:	On

Possible values:	Off (0): Don’t open a drawing's sheet set with the drawing On (1): Open a drawing's sheet set with the drawing

20.139 SSMAUTOOPEN system variable

20.139.1 Sheet set manager auto open

Specifies whether or not BricsCAD displays the Sheet Set Manager when a drawing is opened that is associated with a sheet set. SSMAUTOOPEN and SSLOCATE must both be switched on to display the sheet set automatically.

Type:	Boolean
Saved in:	Workspace
Default value:	On
Possible values:	Off (0): Don’t open sheet set panel automatically On (1): Open sheet set panel automatically

20.140 SSMPOLLTIME system variable

20.140.1 Sheet set manager poll time

Specifies the time interval between automatic refreshes of the status data in a sheet set. SSMSHEETSTATUS must be set to 2 for the timer to operate.

Type:	Short
Saved in:	Registry
Range:	10 to 600
Default value:	15

20.141 SSMSHEETSTATUS system variable

20.141.1 Sheet set manager status

Specifies how the status data in a sheet set is refreshed.

Type:	Short

Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: Don't automatically refresh status 1: Refresh status when sheet set is loaded or updated 2: Refresh status when sheet set is loaded or updated, and at time interval by SSMPOLLTIME

20.142 SSMSTATE system variable

20.142.1 Sheet set manager state

Specifies if the Sheet Set Manager is active or not.

Read-only

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Default value:	0
Possible values:	0: Sheet Set Manager is not active 1: Sheet Set Manager is active

20.143 STACKPANELTYPE system variable

20.143.1 Stack panel type

Style of stacked docking panel containers.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	1
Default value:	0 to 2

Possible values:	0: Fixed resizeable panelset with horizontal text tab buttons 1: Flyout panelset with an icon tab strip 2: Collapsible panelset with vertical icon tab buttons (unless docked at top or bottom)

20.144 STAMPFONTSIZE system variable

20.144.1 Font Size

Specifies the font size for the plot stamp.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.2

20.145 STAMPFONTSTYLE system variable

20.145.1 Font Style

Specifies the font style for the plot stamp.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	Arial

20.146 STAMPFOOTER system variable

20.146.1 Footer

Specifies the footer for the plot stamp.

BricsCAD only

Type:	String
Saved in:	Preference

20.147 STAMPFOOTEROFFSETX system variable

20.147.1 Stamp footer X offset

Specifies the offset of the plot stamp footer from the left of the printable area.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.0

20.148 STAMPFOOTEROFFSETY system variable

20.148.1 Stamp footer Y offset

Specifies the offset of the plot stamp footer from the bottom of the printable area.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.0

20.149 STAMPHEADER system variable

20.149.1 Header

Specifies the header for the plot stamp.

BricsCAD only

Type:	String
Saved in:	Preference

20.150 STAMPHEADEROFFSETX system variable

20.150.1 Stamp header X offset

Specifies the offset of the plot stamp header from the left of the printable area.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.0

20.151 STAMPHEADEROFFSETY system variable

20.151.1 Stamp header Y offset

Specifies the offset of the plot stamp header from the top of the printable area.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.0

20.152 STAMPUNITS system variable

20.152.1 Units

Specifies units in which the font size of the plot stamp is displayed.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	0
Possible values:	0: Inches 1: Millimeters

20.153 STARTUP system variable

20.153.1 Startup

Specifies the display of the Create New Drawing and Startup dialog boxes.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	3
Possible values:	0: Display the Select Template dialog box, or use a default drawing template file (set in the BASEFILE system variable) 1: Display the Startup and the Create New Drawing dialog boxes 2: Display the Start page 3: Display the Start page (with ribbon preloaded)

20.154 STARTUPTODAY system variable

20.154.1 Startup today (Obsolete)

Specifies whether or not the Today window is used.

Type:	Boolean
Saved in:	Registry
Possible values:	Off (0): Display Traditional startup dialog box On (1): Display Today window

20.155 STATUSBAR system variable

20.155.1 Window status bar

Specifies the display of the status bar. The only reason to turn off the status bar is to gain a bit more drawing area. It is far more useful to leave it on.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don’t show status bar On (1): Show status bar

20.156 STEPSIZE system variable

20.156.1 Step size

Specifies the size of each step, in drawing units, in walk or fly mode.

Type:	Real
Saved in:	Drawing
Range:	1e-6 to 1e+6
Default value:	50.0

20.157 STEPSPERSEC system variable

20.157.1 Steps per second

Specifies the number of steps taken per second in walk or fly mode.

Type:	Real
Saved in:	Drawing
Range:	1.0 to 30.0
Default value:	24.0

20.158 STLPOSITIVEQUADRANT system variable

20.158.1 STL export coordinates adjustment

Move coordinates to all-positive octant.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	1
Possible values:	0: Off 1: On

20.159 STRUCTUREDISPLAYMODE system variable

20.159.1 Structure Display Mode

Specifies how items in Structure Tree are organized.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	0
Possible values:	0: By type 1: By entity

20.160 STRUCTURETREECONFIG system variable

20.160.1 Structure Tree Configuration

Name of the active Structure Tree configuration file. SRCHPATH is used for finding the file. Loading a different CST file than the default file changes the way that the STRUCTUREPANEL command presents drawing data.

BricsCAD only

Type:	String
Saved in:	Workspace
Default value:	"default.cst"

20.161 SURFTAB1 system variable

20.161.1 Surface tabulation 1

Specifies the number of tabulations to be created for RULESURF and TABSURF. Also defines the mesh density in the M direction for REVSURF and EDGESURF.

When extruding entities with arc segments: the SURFTAB1 system variable divides them in a number of equal length intervals.

When revolving entities: the SURFTAB1 variable controls the number of segments of the revolution surface.

Type:	Short

Saved in:	Drawing
Default value:	6

20.162 SURFTAB2 system variable

20.162.1 Surface tabulation 2

Specifies the mesh density in the N direction for REVSURF and EDGESURF. The SURFTAB2 variable controls the number of segments of each arc segment in the revolved entity.

Type:	Short
Saved in:	Drawing
Default value:	6

20.163 SURFTYPE system variable

20.163.1 Surface-fitting type

Specifies the surface-fitting type to be used when the Smooth option of the PEDIT command is executed.

Type:	Short
Saved in:	Drawing
Range:	5 to 8
Default value:	6
Possible values:	5: Quadratic B-spline surface 6: Cubic B-spline surface 8: Bezier surface

20.164 SURFU system variable

20.164.1 Surface U

Specifies the surface density in the M direction and the U isolines density on surface entities when the Smooth option of the PEDIT command is executed.

Type:	Short

Saved in:	Drawing
Default value:	6

20.165 SURFV system variable

20.165.1 Surface V

Specifies the surface density in the N direction and the V isolines density on surface entities when the Smooth option of the PEDIT command is executed.

Type:	Short
Saved in:	Drawing
Default value:	6

20.166 SVGBLENDEDGRADIENTS system variable

20.166.1 Svg Blended Gradients

Use blended gradients for complex gradient fill. The use of complex gradient fills makes the file size larger.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don't use blended gradients. On (1): Use blended gradients.

20.167 SVGDEFAULTIMAGEEXTENSION system variable

20.167.1 Svg Default Image Extension

Specifies the default extension for images.

BricsCAD only

Type:	String
Saved in:	Preference

Default value:	.png

20.168 SVGGENERICFONTFAMILY system variable

20.168.1 Svg Generic Font Family

Font to substitute if the correct one is missing.

The following generic font families are supported in SVG: **serif**, **sans-serif**, **cursive**, **fantasy**, **monospace**.

- Sans-serif - fonts without serifs, like Arial
- Serif - fonts with serifs, like Times Roman
- Cursive - fonts that look handwritten
- Fantasy - unusual fonts
- Monospace - fonts where each character takes up the same space (non-proportional spacing), such as Courier

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	0
Possible values:	0: sans-serif 1: serif 2: cursive 3: fantasy 4: monospace

20.169 SVGIMAGEBASE system variable

20.169.1 Svg Image base path

Path where to copy images (if not set, absolute file paths are written to svg).

BricsCAD only

Type:	String Standard
Saved in:	Preference

20.170 SVGIMAGEURL system variable

20.170.1 Svg Image Url

Prefix, to prepend to image name (eg: "http://www.mysite.com/images/", or "to/images/").

BricsCAD only

Type:	String Standard
Saved in:	Preference

20.171 SVGLINEWEIGHTSCALE system variable

20.171.1 Svg Line Weight Scale

Size of pixel in device units, used for scaling lineweights.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	1.0

20.172 SVGOUTPUTHEIGHT system variable

20.172.1 Svg Output Height (in pixels)

Output Height (in pixels).Valid only if SVGSCALEFACTOR is zero.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	768

20.173 SVGOUTPUTWIDTH system variable

20.173.1 Svg Output Width (in pixels)

Output Width (in pixels).Valid only if SvgScaleFactor is zero.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	1024

20.174 SVGPRECISION system variable

20.174.1 Svg Floating Point Precision

Specifies the precision in terms of decimal digits in doubles (as in printf("%.9g",...) - 9 digits).

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	6

20.175 SVGSCALEFACTOR system variable

20.175.1 Svg Scale Factor

1 Drawing unit = X Svg pixels.

If set to zero, it will scale the current view to fit within the page size of SvgOutputWidth x SvgOutputHeight.

If set to a positive value, the SVG page size is calculated automatically to correspond to the required scale, when one drawing unit is equal to the specified number of SVG pixels.

E.g. 96dpi / 25.4 = 3.7795 - the corresponding scale factor for the conversion of 1 dwg unit into 1 mm Svg.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.0

20.176 SYSCODEPAGE system variable

20.176.1 System code page

Displays the system code page, determined by the operating system.

Read-only

Type:	String
Saved in:	Not saved

21. T

21.1 TABCONTROLHEIGHT system variable

21.1.1 Tab control height in pixels

Sets the height of the document tab control in pixels.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 or greater
Default value:	25

21.2 TABMODE system variable

21.2.1 Tablet mode

Specifies the use of a tablet. Use the TABLET command for configuring a tablet.

Type:	Boolean
Saved in:	Not saved
Range:	Off
Possible values:	Off (0): Command selection mode On (1): Digitizing mode

21.3 TABSFIXEDWIDTH system variable

21.3.1 Tabs fixed width (Mac & Linux)

With this style, all tabs have the same width On/Off.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off

Possible values:	Off (0): All tabs have fixed width off On (1): All tabs have fixed width on

21.4 TARGET system variable

21.4.1 Target

Specifies the current viewport's location of the target point.

Read-only

Type:	3D point
Saved in:	Drawing

21.5 TDCREATE system variable

21.5.1 Time/Date create

Shows the time and date the drawing was created (in Julian Day format).

Read-only

Type:	Real
Saved in:	Drawing

21.6 TDINDWG system variable

21.6.1 Time/Date in drawing

Shows the total editing time of the current drawing in days. Format: >number of days<.>decimal fraction of a day<

Read-only

Type:	Real
Saved in:	Drawing

21.7 TDUCREATE system variable

21.7.1 Time/Date universal create

Shows the universal time and date the drawing was created (in Julian Day format).

Read-only

Type:	Real
Saved in:	Drawing

21.8 TDUPDATE system variable

21.8.1 Time/Date update

Shows the local time and date the drawing was last saved or updated (in Julian Day format).

Read-only

Type:	Real
Saved in:	Drawing

21.9 TDUSRTIMER system variable

21.9.1 Time/Date user timer

Shows the user-elapsed timer. You can start, stop and reset the timer with the TIME command.

Read-only

Type:	Real
Saved in:	Drawing

21.10 TDUUPDATE system variable

21.10.1 Time/Date universal update

Shows the universal time and date the drawing was last saved or updated (in Julian Day format).

Read-only

Type:	Real
Saved in:	Drawing

21.11 TEMPLATEPATH system variable

21.11.1 Template path

Specifies the path to the Templates folder.

BricsCAD only

Type:	String Standard
Saved in:	Preference

21.12 TEMPPREFIX system variable

21.12.1 Temporary prefix

Contains the folder name for temporary files.

Type:	String Standard
Saved in:	Registry

21.13 TEXTANGLE system variable

21.13.1 Text angle

Stores the angle of the last added text entity.

BricsCAD only

Type:	Real
Saved in:	Not saved

21.14 TEXTED system variable

21.14.1 Text editor for single line text entities

Specifies the type of the editor to work with single line text entities.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: in-place editor 1: pop up dialog 2: in-place editor with repeated input

21.15 TEXTEDITMODE system variable

21.15.1 Text edit mode

Specifies whether text editing commands (DDEDIT) automatically repeat entity selection or not.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	0
Possible values:	0: Multiple edit mode (command repeats until canceled) 1: Single edit mode (command ends after editing one text entity) 2: Automatic edit mode (single if editing preselected text, multiple otherwise)

21.16 TEXTEVAL system variable

21.16.1 Text evaluation

Specifies the method of evaluation for the Command line text strings. When the TEXTEVAL system variable is set to 1, this command evaluates LISP expressions:

Text: (* pi 2)

The result of the equation (pi x 2) is placed as text: 6.283185

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Default value:	0
Possible values:	0: All responses to prompts for text strings and attribute values are taken literally 1: Text starting with '(' or '!' is evaluated as an lisp expression, as for nontextual input

21.17 TEXTFILL system variable

21.17.1 Text fill

Specifies whether TrueType fonts are either filled or outlined when exporting with the PSOUT command and in renderings.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Display text as outlines 1: Display text as filled images

21.18 TEXTQLTY system variable

21.18.1 Text quality (Mac & Linux)

Specifies the smoothness of TrueType fonts for plotting and rendering.

Type:	Short
Saved in:	Not saved
Range:	0 to 100
Default value:	50
Possible values:	0: No effort to refine the smoothness of the text 100: Maximum effort to smooth text characters

21.19 TEXTSIZE system variable

21.19.1 Text size

Specifies the default height for new text entities. TEXTSIZE has no effect if the current text style has a fixed height.

Type:	Real
Saved in:	Drawing
Default value:	2.5

21.20 TEXTSTYLE system variable

21.20.1 Text style

Stores the name of the current text style.

Type:	String
Saved in:	Drawing
Default value:	Standard

21.21 TEXTUREMAPPATH system variable

21.21.1 Texture map path

Specifies the path(s) to the texture maps folder(s).

BricsCAD only

Type:	String
Saved in:	Preference

21.22 THICKNESS system variable

21.22.1 Thickness

Stores the current 3D thickness.

Type:	Real

Saved in:	Drawing
Default value:	0.0

21.23 THUMBSIZE system variable

21.23.1 Thumbnail preview image size

Specifies the maximum generated size for thumbnail previews in pixels.

Type:	Short
Saved in:	Registry
Range:	0 to 8
Default value:	3
Possible values:	0: 64x64 1: 128x128 2: 256x256 3: 512x512 4: 1024x1024 5: 1440x1440 6: 1600x1600 7: 1920x1920 8: 2560x2560

21.24 TILEMODE system variable

21.24.1 Tile mode

Activates the Model tab or the most recently used layout tab.

Type:	Short
Saved in:	Drawing
Default value:	1
Possible values:	0: Activate last active layout tab (paper space) 1: Activate Model tab

21.25 TILEMODELIGHTSYNCH system variable

21.25.1 Tile mode light synch

Specifies the synchronization of lighting in all model space viewports. (Internal use only)

Type:	Boolean
Saved in:	Drawing
Default value:	On
Possible values:	Off (0): Don't synchronize lighting On (1): Synchronize lighting

21.26 TIMEZONE system variable

21.26.1 Timezone

Specifies the time zone for the sun in the drawing. Setting a geographic location also sets the time zone.

Type:	Short
Saved in:	Drawing
Range:	-12000 to 13000
Default value:	-8000

Possible values:	-12000: (GMT-12:00) International Date Line West -11000: (GMT-11:00) Midway Island, Samoa -10000: (GMT-10:00) Hawaii -9000: (GMT-09:00) Alaska -8000: (GMT-08:00) Pacific Time (US & Canada); Tijuana -7000: (GMT-07:00) Mountain Time (US & Canada) -7001: (GMT-07:00) Arizona -7002: (GMT-07:00) Chihuahua, La Paz, Mazatlan -6000: (GMT-06:00) Central Time (US & Canada) -6001: (GMT-06:00) Central America -6002: (GMT-06:00) Guadalajara, Mexico City, Monterrey -6003: (GMT-06:00) Saskatchewan -5000: (GMT-05:00) Eastern Time (US & Canada) -5001: (GMT-05:00) Indiana (East) -5002: (GMT-05:00) Bogota, Lima, Quito -4000: (GMT-04:00) Atlantic Time (Canada) -4001: (GMT-04:00) Caracas, La Paz -4002: (GMT-04:00) Santiago -3300: (GMT-03:30) Newfoundland -3000: (GMT-03:00) Brasilia -3001: (GMT-03:00) Buenos Aires, Georgetown -3002: (GMT-03:00) Greenland -2000: (GMT-02:00) Mid-Atlantic -1000: (GMT-01:00) Azores -1001: (GMT-01:00) Cape Verde Is. 0: (UTC) Universal Coordinated Time 1: (GMT) Greenwich Mean Time: Dublin, Edinburgh, Lisbon, London 2: (GMT) Casablanca, Monrovia 1000: (GMT+01:00) Amsterdam, Berlin, Bern, Rome, Stockholm, Vienna 1001: (GMT+01:00) Brussels, Copenhagen, Madrid, Paris 1002: (GMT+01:00) Belgrade, Bratislava, Budapest, Ljubljana, Prague 1003: (GMT+01:00) Sarajevo, Skopje, Warsaw, Zagreb 1004: (GMT+01:00) West Central Africa 2000: (GMT+02:00) Athens, Beirut, Istanbul, Minsk 2001: (GMT+02:00) Bucharest 2002: (GMT+02:00) Cairo 2003: (GMT+02:00) Harare, Pretoria 2004: (GMT+02:00) Helsinki, Kyiv, Riga, Sofia, Tallinn, Vilnius 2005: (GMT+02:00) Jerusalem 3000: (GMT+03:00) Moscow, St. Petersburg, Volgograd 3001: (GMT+03:00) Kuwait, Riyadh 3002: (GMT+03:00) Baghdad 3003: (GMT+03:00) Nairobi 3300: (GMT+03:30) Tehran 4000: (GMT+04:00) Abu Dhabi, Muscat 4001: (GMT+04:00) Baku, Tbilisi, Yerevan 4300: (GMT+04:30) Kabul 5000: (GMT+05:00) Ekaterinburg 5001: (GMT+05:00) Islamabad, Karachi, Tashkent 5300: (GMT+05:30) Chennai, Kolkata, Mumbai, New Delhi 5450: (GMT+05:45) Kathmandu 6000: (GMT+06:00) Almaty, Novosibirsk 6001: (GMT+06:00) Astana, Dhaka 6002: (GMT+06:00) Sri Jayawardenepura

21.27 TOOLBARMARGIN system variable

21.27.1 Toolbar margin

Margin, in pixels, separating rows of toolbar buttons.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 63
Default value:	0

21.28 TOOLBUTTONSIZE system variable

21.28.1 Tool button size

Specifies the size of the toolbar buttons.

Рисунок 7: Small

Рисунок 8: Large

Рисунок 9: Extra Large

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 2
Default value:	0

Possible values:	0: Small buttons 1: Large buttons 2: Extra-large buttons

21.29 TOOLICONPADDING system variable

21.29.1 Tool icon padding

Size, in pixels, of blank space around toolbar icons

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 15
Default value:	0

21.30 TOOLPALETTEPATH system variable

21.30.1 Tool palettes path

Specify the path(s) to the Tool Palettes folder(s).

Type:	String
Saved in:	Registry

21.31 TOOLTIPDELAY system variable

21.31.1 Tooltip delay

Specifies the delay after which tooltips appear (in milliseconds).

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to
Default value:	500

21.32 TOOLTIPS system variable

21.32.1 Tooltips

Toggles the display of tooltips for toolbars, ribbon, quad and properties.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't display tooltips On (1): Display tooltips

21.33 TPSTATE system variable

21.33.1 Tool Palettes bar state

Specifies whether the tool palettes bar is visible or not.

Read-only

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Default value:	0
Possible values:	0: Tool Palettes bar is invisible 1: Tool Palettes bar is visible

21.34 TRACEWID system variable

21.34.1 Trace width

Specifies the default width for new traces.

Type:	Real
Saved in:	Drawing
Default value:	1.0

21.35 TRACKPATH system variable

21.35.1 Track path

Specifies the display of polar and entity snap tracking paths.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible values:	0: Display full-screen entity snap tracking path 1: Display entity snap tracking path only between the alignment point and the From point to the cursor location 2: Do not display polar tracking path 3: Do not display polar or entity snap tracking paths

21.36 TRANSPARENCYDISPLAY system variable

21.36.1 Transparency display

Specifies whether entity transparencies are displayed on-screen.

Type:	Boolean
Saved in:	Registry
Default value:	On

21.37 TRAYICONS system variable

21.37.1 Tray icons

Toggles the display of notification icons in the status bar.

Type:	Boolean
Saved in:	Registry
Default value:	On

Possible values:	Off (0): Don't display tray On (1): Display tray

21.38 TRAYNOTIFY system variable

21.38.1 Tray notify

Toggles the display of notification balloons for the running services in the status bar tray.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't display notifications On (1): Display notifications

21.39 TRAYTIMEOUT system variable

21.39.1 Tray timeout

Specifies the display time (in seconds) for service notifications.

Type:	Short
Saved in:	Registry
Range:	0 to 60
Default value:	0

21.40 TREEDEPTH system variable

21.40.1 Tree depth

Specifies the maximum number of times the index can be divided into branches to enhance performance.

When set to zero, entities are always processed in database order, with no performance benefit from spatial indexing.

When set to a positive value, spatial indexing is applied and supports up to five digits. The first three digits are for model space and the remaining digits are for paper space.

When set to a negative value, the Z coordinates of all entities are ignored, whether in model space or paper space. Because z coordinates are ignored, a negative value is most appropriate and efficient for 2D drawings.

Type:	Short
Saved in:	Drawing
Default value:	3020
Possible values:	0: Suppress spatial indexing >0: Apply spatial indexing <0: Ignore Z coordinates

21.41 TREEMAX system variable

21.41.1 Tree maximum

When regenerating a drawing TREEMAX limits the use of memory by limiting the number of nodes in the spatial index (oct-tree). By imposing a fixed limit with TREEMAX, you can load drawings created on systems with more memory than your system and with a larger TREEDEPTH than your system can handle. These drawings, if left unchecked, have an oct-tree large enough to eventually consume more memory than is available to your computer. TREEMAX also provides a safeguard against experimentation with inappropriately high TREEDEPTH values.

Type:	Long
Saved in:	Registry
Default value:	10000000

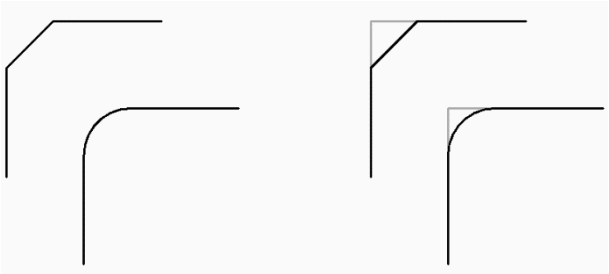
21.42 TRIMMODE system variable

21.42.1 Trim mode

Specifies whether the length of the selected entities or polyline segments for chamfers and fillets are adjusted (trimmed or lengthened).

Type:	Boolean
Saved in:	Registry
Default value:	On

Possible values:	Off (0): Don't trim selected edges to the endpoints of chamfer lines and fillet arcs On (1): Trim selected edges to the endpoints of chamfer lines and fillet arcs



21.43 TRUSTEDPATHS system variable

21.43.1 Trusted executable file locations

Folders from which executable files may be loaded.

Read-only

Type:	String
Saved in:	Not saved
Default value:	

21.44 TSPACEFAC system variable

21.44.1 Text space factor

Specifies the line spacing distance of multiline text measured as a factor of text height. Values between 0.25 and 4 are accepted.

Type:	Real
Saved in:	Not saved
Range:	0.25 to 4.0
Default value:	1.0

21.45 TSPACETYPE system variable

21.45.1 Text space type

Specifies the type of line spacing used for multiline text.

- At least: adjusts line spacing based on the tallest character(s) in a line.
- Exactly: uses the specified line spacing, regardless of individual character sizes.

Type:	Short
Saved in:	Registry
Range:	1 to 2
Default value:	1
Possible values:	1: At least 2: Exactly

21.46 TSTACKALIGN system variable

21.46.1 Text stack align

Specifies the vertical alignment of stacked text: bottom, center or top.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	2
Possible values:	0: Align bottom 1: Align center 2: Align top

21.47 TSTACKSIZE system variable

21.47.1 Text stack size

Specifies the percentage at which the stacked text fraction height is relative to the current height of the selected text. Values between 25 and 125 are accepted.

Type:	Short
Saved in:	Drawing
Range:	25 to 125
Default value:	70

21.48 TTFASTEXT system variable

21.48.1 TrueType Text displaying and printing mode

Flags controlling whether TrueType text is drawn/printed as vectorized graphics or as text.

Type:	Short
Saved in:	Registry
Default value:	3
Possible values:	1: Display text as text 2: Print/preview text as text

22. U

22.1 UCSAXISANG system variable

22.1.1 UCS axis angle

Specifies the default angle, in degrees, for rotating the UCS around its X, Y, or Z axis, using the UCS command.

Type:	Real
Saved in:	Registry
Range:	5 to 180
Default value:	90

22.2 UCSBASE system variable

22.2.1 UCS base

Specifies the name of the UCS which defines the orthographic UCS.

Type:	String
Saved in:	Drawing
Default value:	"WORLD"

22.3 UCSDETECT system variable

22.3.1 UCS detect

Specifies the dynamic UCS. The dynamic UCS is a temporary UCS that is automatically activated when the cursor hovers over a 3D solid's face or 2D entity. A negative value is the same as 0, but helps in storing the earlier value. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	-3 to 3
Default value:	1

Possible options:	negative: Disable dynamic UCS 1: Enable for faces of 3D solid and regions. 2: Enable for 2D entities

22.4 UCSFOLLOW system variable

22.4.1 UCS follow

Specifies whether a plan view (A top view zoomed to extents) is generated automatically whenever the UCS changes. It is recommended to switch UCSDETECT off in this case.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don't show plan view when changing UCS On (1): Show plan view when changing UCS

22.5 UCSICON system variable

22.5.1 UCS icon

Specifies the display and position of the UCS icon for the current viewport. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Drawing
Default value:	3
Possible options:	0: No icon 1: Show icon 2: at origin

22.6 UCSICONPOS system variable

22.6.1 UCS icon position

Specifies the non-origin location of the UCS Icon.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	1
Possible values:	0: Lower right 1: Lower left 2: Upper right 3: Upper left

22.7 UCSNAME system variable

22.7.1 UCS name

Specifies the name of the UCS for the current viewport in the current working space.

Read-only

Type:	String
Saved in:	Drawing

22.8 UCSORG system variable

22.8.1 UCS origin

Stores the current coordinate system's origin point for the current viewport.

Read-only

Type:	3D point
Saved in:	Drawing
Default value:	0,0,0

22.9 UCSORTHO system variable

22.9.1 UCS orthographic

Specifies whether or not the related orthographic UCS setting is activated automatically when selecting an orthographic view with the -VIEW command or the LookFrom widget (unless NAVVCUBEORIENT is set to UCS).

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): When an orthographic view is selected, don't automatically activate the related orthographic UCS On (1): When an orthographic view is selected, automatically activate the related orthographic UCS

22.10 UCSVIEW system variable

22.10.1 UCS view

Specifies whether or not the current UCS will be saved with a named view.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't save current UCS with named view On (1): Save current UCS with named view

22.11 UCSVP system variable

22.11.1 UCS viewports

Specifies whether the UCS in all viewports is fixed or changes to reflect the currently active viewport's UCS.

Type:	Boolean
Saved in:	Drawing

Default value:	On
Possible values:	Off (0): Not locked (UCS stored in viewport) On (1): Locked (UCS stored in viewport)

22.12 UCSXDIR system variable

22.12.1 UCS X direction

Stores the current coordinate system's X direction for the current viewport.

Read-only

Type:	3D point
Saved in:	Drawing
Default value:	1,0,0

22.13 UCSYDIR system variable

22.13.1 UCS Y direction

Stores the current coordinate system's Y direction for the current viewport.

Read-only

Type:	3D point
Saved in:	Drawing
Default value:	0,1,0

22.14 UNDOCTL system variable

22.14.1 Undo control

Specifies the state of the UNDO command. The value is stored as a bitcode using the sum of the values of all selected options.

Read-only

Type:	Short
Saved in:	Not saved

Default value:	5
Possible options:	0: Undo off 1: Undo on 2: Only one command can be undone 4: Auto is turned on 8: A group is currently active

22.15 UNDOMARKS system variable

22.15.1 Undo marks

Shows the current number of marks placed in the Undo control using the MARK option. The MARK and BACK options are not available if a group is currently active.

Read-only

Type:	Short
Saved in:	Not saved

22.16 UNITMODE system variable

22.16.1 Unit mode

Specifies how Imperial units are displayed.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don't remove spaces when converting distances or angles to text On (1): Remove spaces when converting distances or angles to text

22.17 USECOMMUNICATOR system variable

22.17.1 Use Communicator

Indicates that a Communicator license was activated. If the license is changed, the new level comes into effect after restarting the program.

- 0: no license, Communicator import and export formats are not available.
- 1: trial, runs Communicator in trial mode, expiring after 30 days.

- 2: full, runs the full communicator import-export set.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	1
Possible values:	0: Not using Communicator 1: Using Communicator Trial 2: Using Communicator

22.18 USERI1 system variable

22.18.1 User integer 1

First of 5 variables that can be used by the user to store integer values.

Type:	Short
Saved in:	Drawing
Default value:	0

22.19 USERI2 system variable

22.19.1 User integer 2

Second of 5 variables that can be used by the user to store integer values.

Type:	Short
Saved in:	Drawing
Default value:	0

22.20 USERI3 system variable

22.20.1 User integer 3

Third of 5 variables that can be used by the user to store integer values.

Type:	Short
Saved in:	Drawing
Default value:	0

22.21 USERI4 system variable

22.21.1 User integer 4

Fourth of 5 variables that can be used by the user to store integer values.

Type:	Short
Saved in:	Drawing
Default value:	0

22.22 USERI5 system variable

22.22.1 User integer 5

Fifth of 5 variables that can be used by the user to store integer values.

Type:	Short
Saved in:	Drawing
Default value:	0

22.23 USERR1 system variable

22.23.1 User real 1

First of 5 variables that can be used by the user to store real numerical values.

Type:	Real
Saved in:	Drawing
Default value:	0.0

22.24 USERR2 system variable

22.24.1 User real 2

Second of 5 variables that can be used by the user to store real numerical values.

Type:	Real
Saved in:	Drawing
Default value:	0.0

22.25 USERR3 system variable

22.25.1 User real 3

Third of 5 variables that can be used by the user to store real numerical values.

Type:	Real
Saved in:	Drawing
Default value:	0.0

22.26 USERR4 system variable

22.26.1 User real 4

Fourth of 5variables that can be used by the user to store real numerical values.

Type:	Real
Saved in:	Drawing
Default value:	0.0

22.27 USERR5 system variable

22.27.1 User real 5

Fifth of 5 variables that can be used by the user to store real numerical values.

Type:	Real

Saved in:	Drawing
Default value:	0.0

22.28 USERS1 system variable

22.28.1 User string 1

First of 5 variables that can be used by the user to store string values.

Type:	String
Saved in:	Not saved

22.29 USERS2 system variable

22.29.1 User string 2

Second of 5 variables that can be used by the user to store string values.

Type:	String
Saved in:	Not saved

22.30 USERS3 system variable

22.30.1 User string 3

Third of 5 variables that can be used by the user to store string values.

Type:	String
Saved in:	Not saved

22.31 USERS4 system variable

22.31.1 User string 4

Fourth of 5 variables that can be used by the user to store string values.

Type:	String
Saved in:	Not saved

22.32 USERS5 system variable

22.32.1 User string 5

Fifth of 5 variables that can be used by the user to store string values.

Type:	String
Saved in:	Not saved

22.33 USESTANDARDOPENFILEDIALOG system variable

22.33.1 Use standard open file dialog (Windows)

Specifies whether to show an additional folder in the file dialog for the open, save as and insert commands.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off

22.34 USRTIMER system variable

22.34.1 User timer

Shows the user-elapsed timer. You can start, stop and reset the timer with the TIME command.

Type:	Boolean
Saved in:	Drawing
Default value:	On

23. V

23.1 VBAMACROS system variable

23.1.1 Enable macros

Specifies whether macros are enabled when loading a VBA-project.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable macros on loading VBA-project On (1): Enable macros on loading VBA-project

23.2 VENDORNAME system variable

23.2.1 Vendor name

Shows the vendor name.

BricsCAD only

Read-only

Type:	String
Saved in:	Not saved
Default value:	"Bricsys"

23.3 VERSIONCONTROLPATH system variable

23.3.1 Version control path

Specifies the path to the current version control directory.

BricsCAD only

Type:	String
Saved in:	Registry

23.4 VERSIONCUSTOMIZABLEFILES system variable

23.4.1 Version customizable files

Current version of the CUI and PGP files.

Read-only

Type:	String
Saved in:	Preference

23.5 VIEWCTR system variable

23.5.1 View center

Specifies the current viewport's center of view, expressed in UCS coordinates.

Read-only

Type:	3D point
Saved in:	Drawing

23.6 VIEWDIR system variable

23.6.1 View direction

Specifies the current viewport's viewing direction, expressed in UCS coordinates.

Read-only

Type:	3D point
Saved in:	Drawing

23.7 VIEWMODE system variable

23.7.1 View mode

Specifies the current viewport's View mode. The value is stored as a bitcode using the sum of the values of all selected options. If 'Front clip not at eye' (16) is on, the front clip distance (FRONTZ) sets the front clipping plane. If off, the front clipping plane passes through the camera point (vectors behind the camera are not displayed). This flag is ignored if the front-clipping bit (2) is off.

Read-only

Type:	Short
Saved in:	Drawing
Range:	0 to 31
Possible options:	0: Turned off 1: Perspective view active 2: Front clipping on 4: Back clipping on 8: UCS Follow mode on 16: Front clip not at eye

23.8 VIEWSIZE system variable

23.8.1 View size

Specifies the view height, measured in drawing units, for the current viewport.

Read-only

Type:	Real
Saved in:	Drawing
Default value:	0.0

23.9 VIEWTWIST system variable

23.9.1 View twist

Specifies the view twist angle, measured relative to the WCS, for the current viewport.

Read-only

Type:	Real
Saved in:	Drawing

23.10 VIEWUPDATEAUTO system variable

23.10.1 Automatically update drawing views

Specifies whether model documentation drawing views are updated automatically when the source model changes. When turned off, the **ViewUpdate** command manually updates the drawing views created by **ViewBase** and **ViewSection** commands. This only works in paper space.

Type:	Boolean
Saved in:	Drawing
Default value:	On
Possible values:	Off (0): Don't update drawing views automatically On (1): Update drawing views automatically

23.11 VISRETAIN system variable

23.11.1 Visibility retain

Specifies the visibility, color, linetype, lineweight, and, if PSTYLEPOLICY is set to OFF (0), plotstyles of xref-dependent layers. It also specifies whether nested xref path changes are saved.

If Off (0): Changes made to xref-dependent layers in the current drawing are valid in the current session only and are Not saved with the drawing. When the current drawing is reopened, the layer table is reloaded from the reference drawing and the current drawing reflects those settings. The layer settings affected are: On, Off, Freeze, Thaw, Color, Ltype, LWeight, and PStyle (if PSTYLEPOLICY is set to 0).

If On (1): Layer settings are saved with the current drawing's layer table and persist from session to session.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	1
Possible values:	0: Off, the layer table, as stored in the reference drawing (Xref) takes precedence 1: On, Xref-dependent layer changes made in the current drawing take precedence

23.12 VOLUMEPREC system variable

23.12.1 Volume precision

Specifies the number of decimal places displayed for volumes when the volume bit of PROPUNITS is on. If negative, LUPREC (Linear Unit Precision) is used.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	-1 to 8
Default value:	-1
Possible values:	-1: Use LUPREC 0 1: 0.0 2: 0.00 3: 0.000 4: 0.0000 5: 0.00000 6: 0.000000 7: 0.0000000 8: 0.00000000

23.13 VOLUMEUNITS system variable

23.13.1 Volume units

Specifies a list of units used for displaying volumes when the volume bit of PROPUNITS is on. If empty, all volumes are displayed in the current drawing unit. When one or more units are selected in the VolumeUnits dialog box, the program uses the unit that is the best fit. The Format Volume Properties bit of the Property Units variable must be turned on.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	"in ft mi µm mm cm m km"

23.14 VPMAXIMIZEDSTATE system variable

23.14.1 Viewport maximized

Displays a value to indicate whether the viewport is maximized. You cannot plot or publish when the viewport is maximized.

AutoCAD only

Read-only

Type:	Boolean
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): Viewport is not maximized On (1): Viewport is maximized

23.15 VPROTATEASSOC system variable

23.15.1 Rotate view

Allow rotation of a view within a viewport when a viewport is rotated.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Rotate view off On (1): Rotate view on

23.16 VSMAX system variable

23.16.1 Virtual screen maximum

Shows the coordinates of the upper-right corner of the current viewport's virtual screen.

Read-only

Type:	3D point
Saved in:	Drawing

23.17 VSMIN system variable

23.17.1 Virtual screen minimum

Shows the coordinates of the lower-left corner of the current viewport's virtual screen.

Read-only

Type:	3D point
Saved in:	Drawing

23.18 VTDURATION system variable

23.18.1 View transition duration

Specifies the duration of animated view transitions in milliseconds.

Type:	Short
Saved in:	Registry
Range:	0 to 5000
Default value:	750

23.19 VTENABLE system variable

23.19.1 Enable view transitions

Specifies whether animated view transitions are enabled for zoom/pan and/or for view rotation operations. The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	0 to 7
Default value:	3
Possible options:	1: For zoom/pan 2: For rotation 4: For unattended mode

23.20 VTFPS system variable

23.20.1 View transition minimum FPS

Specifies the minimum FPS (frames per second) required for enabling animated view transitions. That is 7 by default, which means that the redraw time should take less than 143 (=1000/7) milliseconds. If the computer is not capable to redraw the view fast enough, no animation will be available.

Type:	Short
Saved in:	Registry
Range:	1 to 30
Default value:	7

24. W

24.1 WALLWIDTH system variable

24.1.1 Default wall width

Default width of walls, when using BIMQUICKDRAW.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	250 mm / 10"

24.2 WARNINGMESSAGES system variable

24.2.1 Warning messages

Specifies whether warning messages are displayed in certain situations. The value is stored as a bitcode using the sum of the values of all selected options.

BricsCAD only

Type:	Long
Saved in:	Preference
Default value:	1048575

Possible options:	1: Selecting 3D context with hardware rendering off 2: Modifying tool property in Customize dialog 4: Deleting sheet custom property 8: Moving entities to frozen or off layer 16: Saving to previous version not supporting some entities 32: Detecting modified attachments when opening the parent drawing 64: Creating new layer not matching the current layer filter 128: Render: Tile sizes between 4 and 127 are processed as 128 256: Expanding category mass in properties panel 512: Deleting an item in Customize dialog 1024: Publish: Save sheet list 2048: Delete layouts in Page Setup Explorer 4096: Mass properties calculation takes long time 8192: Array editing state 16384: Incompatible units 32768: Modified block definition will cause all related block references update 65536: A Data Link has changed, Any tables using this link may need to be updated 131072: VIEWBASE usage for architectural drawings 262144 Expanding a closed category in properties panel 524288: Empty category in properties panel is removed

24.3 WHIPARC system variable

24.3.1 Whip arcs

Specifies whether circles and circular arcs display as true circles or as a series of vectors.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Display circles and arcs as a series of vectors 1: Display as true circles and arcs

24.4 WHIPTHREAD system variable

24.4.1 Whip thread

Specifies whether regen and redraw will be done multithreaded, if the machine has multiple processors. Not supported yet. When multithreaded processing is used for redraw operations (value 2 or 3), the order of entities specified with the DRAWORDER command is not guaranteed to be preserved for display but is preserved for plotting.The value is stored as a bitcode using the sum of the values of all selected options.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible options:	0: No multithreaded processing 1: Regeneration multithreaded processing 2: Redraw multithreaded processing

24.5 WINDOWAREACOLOR system variable

24.5.1 Window area color

Specifies the color for window selection areas. In effect only when SELECTIONAREA setting is on.

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	150

24.6 WIPEOUTFRAME system variable

24.6.1 Wipeout frame

Specifies the display of frames for wipeout entities. If 0: frames are temporarily displayed for entity selection and selection preview.

Type:	Short

Saved in:	Drawing
Range:	0 to 2
Default value:	1
Possible values:	0: Hide wipeout frames 1: Display and plot wipeout frames 2: Display but do not plot wipeout frames

24.7 WMFBKGND system variable

24.7.1 Windows Meta File background

Specifies how the background of a WMF (Windows Meta File) or Copy Clip is created and displayed in other applications.

Type:	Boolean
Saved in:	Registry
Default value:	0
Possible values:	Off (0): Transparent background; foreground depends on WMFFOREGND On (1): Current background color; foreground remains unchanged

24.8 WMFFOREGND system variable

24.8.1 Windows Meta File foreground

Specifies how the foreground of a WMF (Windows Meta File) or Copy Clip is created and displayed in other applications. WMFFOREGND applies only when WMFBKGND is set to 0.

Type:	Boolean
Saved in:	Registry
Default value:	0
Possible values:	Off (0): Ensure foreground color is darker than background color On (1): Ensure foreground color is lighter than background color

24.9 WNDLMAIN system variable

24.9.1 Main window state

Stores the state of the main graphics window.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible values:	0: Normal 1: Minimized 2: Maximized

24.10 WNDLSCRL system variable

24.10.1 Window scrollbars (Windows)

Specifies the display of scrollbars on the main graphics window.

BricsCAD only

Type:	Boolean
Saved in:	Workspace
Default value:	Off
Possible values:	Off (0): Don't show scrollbars On (1): Show scrollbars

24.11 WNDLTEXT system variable

24.11.1 Text window state

Stores the state of the text window.

BricsCAD only

Type:	Short

Saved in:	Registry
Possible values:	0: Hidden 1: Normal 2: Minimized 3: Maximized

24.12 WNDPMAIN system variable

24.12.1 Main window top left

Stores the top left position of the main graphics window.

BricsCAD only

Type:	2D point
Saved in:	Registry

24.13 WNDPTEXT system variable

24.13.1 Text window top left

Stores the top left position of the text window.

BricsCAD only

Type:	2D point
Saved in:	Registry

24.14 WNDSMAIN system variable

24.14.1 Main window size

Stores the size of the main graphics window.

BricsCAD only

Type:	2D point
Saved in:	Registry

24.15 WNDSTEXT system variable

24.15.1 Text window size

Stores the size of the text window.

BricsCAD only

Type:	2D point
Saved in:	Registry

24.16 WORLDUCS system variable

24.16.1 World UCS

Specifies whether or not the UCS is the same as the WCS.

Read-only

Type:	Boolean
Saved in:	Not saved
Possible values:	Off (0): UCS doesn't match the WCS On (1): UCS matches the WCS

24.17 WORLDVIEW system variable

24.17.1 World view

Specifies whether the current UCS changes to the WCS during DVIEW or VPOINT commands.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	1
Possible values:	0: UCS remains unchanged 1: UCS changes to the WCS for the duration of the command; the command input is relative to the current UCS

24.18 WRITESTAT system variable

24.18.1 Write status

Shows the state in which a drawing is opened: read-only or that it can be written to. This variable is used in lisp to determine the write status of drawing.

Read-only

Type:	Boolean
Saved in:	Not saved
Default value:	On
Possible values:	Off (0): Can't write to the drawing On (1): Can write to the drawing

24.19 WSAUTOSAVE system variable

24.19.1 Workspace autosave

Specifies whether changes made to a workspace are automatically saved.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don't save automatically On (1): Save automatically

24.20 WSCURRENT system variable

24.20.1 Current workspace

The name of the current workspace.

Type:	String
Saved in:	Registry

25. X

25.1 XCLIPFRAME system variable

25.1.1 Xref clipping frame

Specifies the display of xref clipping boundaries. The FRAME system variable overrides the XCLIPFRAME setting.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	2
Possible values:	0: Hide clipping boundaries 1: Display and plot clipping boundaries 2: Display but do not plot clipping boundaries

25.2 XDWGFADECTL system variable

25.2.1 Xref database fade control

Specifies the fading level for XREF inserts. Non-positive values disable fading.

Type:	Short
Saved in:	Registry
Range:	-90 to 90
Default value:	70

25.3 XEDIT system variable

25.3.1 Xref editable

Specifies the in-place editing of the current drawing if referenced by another drawing.

Type:	Boolean
Saved in:	Drawing

Default value:	On
Possible values:	Off (0): Can't use in-place reference editing On (1): Can use in-place reference editing

25.4 XFADECTL system variable

25.4.1 Reference editing fade control

Specifies the fading level for references which are edited in-place. This setting affects only the entities that are not being edited in the reference. Values between 0 and 90 are accepted.

Type:	Short
Saved in:	Registry
Range:	0 to 90
Default value:	50

25.5 XLOADCTL system variable

25.5.1 Xref load control

Not supported yet. Specifies xref demand-loading and determines whether a copy or the original drawing is opened.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1
Possible values:	0: Turn off demand-loading; the entire drawing is loaded 1: Turn on demand-loading; referenced drawings are kept open and locked 2: Turn on demand-loading; copies of referenced drawings are opened and locked; referenced drawings are not locked

25.6 XLOADPATH system variable

25.6.1 Xref load path

Specifies a path to store temporary copies of demand-loaded xrefs (see also Xref load control).

Type:	String Standard
Saved in:	Registry

25.7 XNOTIFYTIME system variable

25.7.1 Xnotify time

Specifies a number of minutes between checking for modified xrefs, images and PDF documents. This is if XREFNOTIFY, IMAGENOTIFY and/or PDFNOTIFY is ON.

Type:	Short
Saved in:	Registry
Range:	0 to 10080
Default value:	5

25.8 XREFCTL system variable

25.8.1 Xref control

Toggles the creation of external reference log files (XLG) on/off.

Type:	Boolean
Saved in:	Registry
Range:	Off
Possible values:	Off (0): Don't write log files On (1): Write log files

25.9 XREFNOTIFY system variable

25.9.1 Xref notify

Enables/disables the notification about missing xrefs when opening the parent drawing.

Type:	Boolean
Saved in:	Registry
Possible values:	Off (0): Disable xref notification On (1): Enable xref notification

25.10 XREFOVERRIDE system variable

25.10.1 Xref override

Specifies the display of entity visual properties (such as color, linetype, lineweight, transparency, or plot style) on referenced layers.

If Off (0): When the properties of the entities on the XREF drawing are set to ByLayer, any changes to the xref layer properties are displayed in the current drawing.

If On (1): When the properties of the entities on the XREF drawing are not set to ByLayer, entities on xref layers are treated as if their properties are set to ByLayer. And every external reference layer can have its own set of layer overrides.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible values:	Off (0): Only ByLayer properties of the entities in the XREF drawing can be changed On (1): All properties of entities in the XREF drawing can be changed by its original layer property

26. Z

26.1 ZOOMFACTOR system variable

26.1.1 Zoom factor

Specifies the incremental change in zoom with each mouse-wheel action, whether forward or backward. When zooming in, the incremental step decreases gradually allowing to focus on a particularly detail easily. Values between 3 and 100 are accepted. The higher the number, the more the change.

Type:	Short
Saved in:	Registry
Range:	3 to 100
Default value:	40

26.2 ZOOMWHEEL system variable

26.2.1 Mouse wheel zoom direction

Toggles mouse wheel zoom direction.

Type:	Short
Saved in:	Registry
Default value:	0
Possible values:	0: Move wheel forward zooms in; move wheel back zooms out 1: Move wheel forward zooms out; move wheel back zooms in