BricsCAD System variable reference

Product documentation
Version 27



Contents

1. _____ 64
1.1 _QUADTABFLAGS system variable _____ 64
1.1.1 Quad tab flags _____ 64
1.2 _VERNUM system variable _____ 64
1.2.1 Version number (Read Only) _____ 64
2. 2 _____ 65
2.1 2DCONSTRAINTFLAGS system variable _____ 65
2.1.1 2D Constraint Flags _____ 65
3. 3 _____ 66
3.1 3DCOMPAREMODE system variable _____ 66
3.1.1 Compare mode _____ 66
3.2 3DOSMODE system variable _____ 66
3.2.1 3D entity snap mode _____ 66
3.3 3DSNAPMARKERCOLOR system variable _____ 67
3.3.1 3d snap marker color _____ 67
4. A _____ 68
4.1 ACADLSPASDOC system variable _____ 68
4.1.1 on_start.lsp for each doc _____ 68
4.2 ACADPREFIX system variable _____ 68
4.2.1 Program folder path (Read only) _____ 68
4.3 ACADVER system variable _____ 68
4.3.1 AutoCAD version (Read Only) _____ 68
4.4 ACISHLRRESOLUTION system variable _____ 68
4.4.1 Hidden line removal resolution _____ 68
4.5 ACISSAVEASMODE system variable _____ 69
4.5.1 Acis save as mode _____ 69
4.6 ACISOUTVER system variable _____ 69
4.6.1 Acisout version _____ 69
4.7 ADAPTIVEGRIDSTEPSIZE system variable _____ 69
4.7.1 Adaptive grid step size _____ 69
4.8 AFLAGS system variable _____ 70
4.8.1 Attribute options _____ 70
4.9 ALIGNDIMENSIONONISOMETRIC system variable _____ 70
4.9.1 Dimension alignment _____ 70
4.10 ALLOWEDBENDANGLES system variable _____ 71
4.10.1 Allowed bend angles _____ 71
4.11 ALLOWTABEXTERNALMOVE system variable _____ 71
4.11.1 Move tabs externally (Mac & Linux) _____ 71
4.12 ALLOWTABMOVE system variable _____ 72
4.12.1 Move tabs (Mac & Linux) _____ 72
4.13 ALLOWTABSPLIT system variable _____ 72
4.13.1 Split tabs (Mac & Linux) _____ 72
4.14 AMPOWERDIMCHAMREP system variable _____ 72
4.14.1 Chamfer Representation _____ 72
4.15 AMPOWERDIMDISPLAY system variable _____ 73
4.15.1 Mechanical 2D Editor _____ 73
4.16 AMSYMSCALE system variable _____ 73
4.16.1 Mechanical2D annotation scaling _____ 73

Contents

4.17 ANGBASE system variable 74
4.17.1 Angle base 74
4.18 ANGDIR system variable 74
4.18.1 Angle direction 74
4.19 ANNOALLVISIBLE system variable 74
4.19.1 Annotation visibility 74
4.20 ANNOAUTOSCALE system variable 75
4.20.1 Annotation scaling 75
4.21 ANNOMONITOR system variable 75
4.21.1 Annotation monitor 75
4.22 ANNOTATIVEDWG system variable 76
4.22.1 Annotative drawing 76
4.23 ANTIALIASSCREEN system variable 76
4.23.1 Anti-alias amount for screen 76
4.24 APBOX system variable 77
4.24.1 Entity snap aperture box 77
4.25 APERTURE system variable 77
4.25.1 Entity snap sensitivity 77
4.26 APPAUTOLOAD system variable 78
4.26.1 Plugin loading 78
4.27 AREA system variable 78
4.27.1 Area (Read Only) 78
4.28 AREAPREC system variable 78
4.28.1 Area precision 78
4.29 AREAUNITS system variable 79
4.29.1 Area units 79
4.30 ARRAYASSOCIATIVITY system variable 79
4.30.1 Associative arrays 79
4.31 ARRAYCREATION system variable 80
4.31.1 Array Creation State (Read Only) 80
4.32 ARRAYEDITSTATE system variable 80
4.32.1 Array edit state (Read Only) 80
4.33 ARRAYTYPE system variable 80
4.33.1 Array type 80
4.34 ATTDIA system variable 81
4.34.1 Attribute dialog 81
4.35 ATTFULLUPDATE system variable 81
4.35.1 Reset attributes after editing the block record 81
4.36 ATTMODE system variable 82
4.36.1 Attribute display mode 82
4.37 ATTRACTIONDISTANCE system variable 82
4.37.1 Grips attraction distance 82
4.38 ATTREQ system variable 82
4.38.1 Insertion default settings 82
4.39 AUDITCTL system variable 83
4.39.1 Audit control 83
4.40 AUDITERRORCOUNT system variable 83
4.40.1 Audit Error Count (Read Only) 83

Contents

4.41 AUNITS system variable 83
4.41.1 Angular unit type 83
4.42 AUPREC system variable 84
4.42.1 Angular unit precision 84
4.43 AUTOCOMPLETEDELAY system variable 84
4.43.1 Auto complete delay 84
4.44 AUTOCOMPLETEMODE system variable 85
4.44.1 Auto complete mode 85
4.45 AUTOMATICCONNECTION system variable 85
4.45.1 Automatic connection 85
4.46 AUTOMATICSTAIRSECTIONBEHAVIOR system variable 86
4.46.1 Automatic stair section behavior 86
4.47 AUTOMATICTEES system variable 86
4.47.1 Automatic tees 86
4.48 AUTORESETSCALES system variable 86
4.48.1 Purge unused scales 86
4.49 AUTOSAVECHECKSONLYFIRSTBITDBMOD system variable 87
4.49.1 Ignore all but first bit of DBMOD for autosave 87
4.50 AUTOSNAP system variable 87
4.50.1 AutoSnap 87
4.51 AUTOTRACKINGVECCOLOR system variable 88
4.51.1 Auto tracking vector color 88
4.52 AUTOVPFITTING system variable 88
4.52.1 Automatically resize viewports 88
5. B 89
5.1 BACKGROUNDPLOT system variable 89
5.1.1 Background plotting 89
5.2 BACKZ system variable 89
5.2.1 Back clipping plane offset 89
5.3 BACTIONBARMODE system variable 89
5.3.1 Display Action Bars 89
5.4 BACTIONCOLOR system variable 90
5.4.1 Action Text Color 90
5.5 BASEFILE system variable 90
5.5.1 Template 90
5.6 BATCHEDBLOCKS system variable 90
5.6.1 Batched Blocks 90
5.7 BCFSOURCEURL system variable 91
5.7.1 BCF source url 91
5.8 BDEPENDENCYHIGHLIGHT system variable 91
5.8.1 Highlight dependent objects 91
5.9 BEDITASSOCMODE system variable 91
5.9.1 Associative identifiers in BEDIT 91
5.10 BEDITMODE system variable 92
5.10.1 Block editor mode (Read Only) 92
5.11 BGRIPOBJCOLOR system variable 92
5.11.1 Grip Color 92
5.12 BGRIPOBJSIZE system variable 93

Contents

5.12.1 Grip Size 93
5.13 BILLOFMATERIALSSETTINGS system variable 93
5.13.1 Bill of materials defaults 93
5.14 BIMDEFAULTPROPERTIESPATH system variable 93
5.14.1 Default properties path 93
5.15 BIMMATCHPROP system variable 94
5.15.1 Match BIM Properties 94
5.16 BIMOSMODE system variable 94
5.16.1 BIM snap mode 94
5.17 BIMPROFILESTANDARDS system variable 94
5.17.1 Profile's standards 94
5.18 BINDTYPE system variable 95
5.18.1 Xref bind type 95
5.19 BKGCOLOR system variable 95
5.19.1 Background color 95
5.20 BKGCOLORDBEDIT system variable 95
5.20.1 Background color in the Dynamic Block Editor 95
5.21 BKGCOLORPBEDIT system variable 96
5.21.1 Background color in the Parametric Block Editor 96
5.22 BKGCOLORPS system variable 96
5.22.1 Paper space background color 96
5.23 BKGCOLORPSBKG system variable 96
5.23.1 Paper background color 96
5.24 BLIPMODE system variable 97
5.24.1 Blip mode 97
5.25 BLOCKEDITLOCK system variable 97
5.25.1 Block editor lock 97
5.26 BLOCKEDITOR system variable 98
5.26.1 Block editor (Read Only) 98
5.27 BLOCKIFYMODE system variable 98
5.27.1 Blockify settings 98
5.28 BLOCKIFYSCANNER system variable 98
5.28.1 Blockify scanner 98
5.29 BLOCKIFYTOLERANCE system variable 99
5.29.1 Blockify tolerance 99
5.30 BLOCKLEVELOFDETAIL system variable 99
5.30.1 Block Level of detail 99
5.31 BLOCKSPATH system variable 100
5.31.1 Blocks path 100
5.32 BLOCKTESTWINDOW system variable 100
5.32.1 Block test window (Read Only) 100
5.33 BMAUTOUPDATE system variable 100
5.33.1 Update external components 100
5.34 BMEXTERNALIZEILLEGALSYMBOLS system variable 101
5.34.1 Illegal symbols treatment 101
5.35 BMFORMTEMPLATEPATH system variable 101
5.35.1 BMFORM template path 101
5.36 BMTOOLPATH system variable 101

Contents

5.36.1 Assembly Inspect tool search paths 101
5.37 BMUPDATEMODE system variable 102
5.37.1 Assembly components update mode 102
5.38 BOLTINGASMDEFAULTLENGTHINCREMENT system variable 102
5.38.1 Default length increment 102
5.39 BOLTINGASMDEFAULTNUT system variable 102
5.39.1 Default nut 102
5.40 BOLTINGASMDEFAULTNUTSNUMBER system variable 103
5.40.1 Default nuts number 103
5.41 BOLTINGASMDEFAULTSTUD system variable 103
5.41.1 Default stud 103
5.42 BOMFILTERSETTINGS system variable 103
5.42.1 Default BOM filter settings 103
5.43 BOMPROPERTYSET system variable 104
5.43.1 Default BOM property set 104
5.44 BOMTEMPLATE system variable 105
5.44.1 Default template 105
5.45 BOMTHUMBNAILHEIGHT system variable 105
5.45.1 Default thumbnail height, px 105
5.46 BOMTHUMBNAILWIDTH system variable 105
5.46.1 Default thumbnail width, px 105
5.47 BOUNDARYCOLOR system variable 105
5.47.1 Detected Boundary Color 105
5.48 BPARAMETERCOLOR system variable 106
5.48.1 Parameter Color 106
5.49 BPARAMETERFONT system variable 106
5.49.1 Font Name 106
5.50 BPARAMETERSIZE system variable 106
5.50.1 Parameter Size 106
5.51 BPTEXTHORIZONTAL system variable 107
5.51.1 Parameter Text Alignment 107
5.52 BSYSLIBCOPYOVERWRITE system variable 107
5.52.1 Bsyslib copy overwrite 107
5.53 BTMARKDISPLAY system variable 108
5.53.1 Display Tickmarks for Parameters With Value Sets 108
5.54 BVMODE system variable 108
5.54.1 Block Visibility Mode 108
6. C 109
6.1 CACHELAYOUT system variable 109
6.1.1 Cache layout 109
6.2 CAMERADISPLAY system variable 109
6.2.1 Camera display 109
6.3 CAMERAHEIGHT system variable 109
6.3.1 Camera height 109
6.4 CANNOSCALE system variable 110
6.4.1 Annotation scale name 110
6.5 CANNOSCALEVALUE system variable 110
6.5.1 Annotation scale value (Read Only) 110

Contents

6.6 CDATE system variable 110
6.6.1 Calendar date (Read Only) 110
6.7 CECOLOR system variable 110
6.7.1 Entity color 110
6.8 CELTSCALE system variable 111
6.8.1 Entity linetype scale 111
6.9 CELTYPE system variable 111
6.9.1 Entity linetype 111
6.10 CELWEIGHT system variable 111
6.10.1 Entity lineweight 111
6.11 CENTERCROSSGAP system variable 112
6.11.1 Center mark cross gap 112
6.12 CENTERCROSSSIZE system variable 112
6.12.1 Center mark cross size 112
6.13 CENTEREXE system variable 113
6.13.1 Centerline extension length 113
6.14 CENTERLAYER system variable 113
6.14.1 Default layer for new centermarks or centerlines 113
6.15 CENTERLTSCALE system variable 114
6.15.1 Linetype scale for center mark or centerline 114
6.16 CENTERLTYPE system variable 114
6.16.1 Center mark/centerline linetype 114
6.17 CENTERLTYPEFILE system variable 114
6.17.1 Linetype file for center mark or centerline 114
6.18 CENTERMARKEXE system variable 115
6.18.1 Automatic extension for center mark or centerline 115
6.19 CETRANSPARENCY system variable 115
6.19.1 Transparency 115
6.20 CHAMFERA system variable 116
6.20.1 Chamfer first distance 116
6.21 CHAMFERB system variable 116
6.21.1 Chamfer second distance 116
6.22 CHAMFERC system variable 116
6.22.1 Chamfer length 116
6.23 CHAMFERD system variable 116
6.23.1 Chamfer angle 116
6.24 CHAMMODE system variable 117
6.24.1 Chamfer mode 117
6.25 CHECKDWLPRESENCE system variable 117
6.25.1 Check DWL file existence before open 117
6.26 CIRCLERAD system variable 118
6.26.1 Circle radius 118
6.27 CIRCULARARROWHEADLENGTH system variable 118
6.27.1 Default head length 118
6.28 CIRCULARARROWHEADWIDTH system variable 118
6.28.1 Default head width 118
6.29 CIRCULARARROWLEADERRADIUS system variable 119
6.29.1 Default leader radius 119

Contents

6.30 CIRCULARARROWLEADERROTATION system variable 119
6.30.1 Default leader rotation 119
6.31 CIRCULARARROWTHICKNESS system variable 120
6.31.1 Default thickness 120
6.32 CLAYER system variable 120
6.32.1 Current layer 120
6.33 CLAYOUT system variable 120
6.34 CLEANSCREENOPTIONS system variable 121
6.34.1 Clean screen options 121
6.35 CLEANSCREENSTATE system variable 121
6.35.1 Clean screen state (Read Only) 121
6.36 CLIPBOARDFORMAT system variable 121
6.36.1 Clipboard DWG format 121
6.37 CLIPBOARDFORMATS system variable 122
6.37.1 Clipboard Formats 122
6.38 CLIPROMPTLINES system variable 123
6.38.1 Prompt Lines 123
6.39 CLISTATE system variable 123
6.39.1 Command line state (Read Only) 123
6.40 CLOSECHECKSONLYFIRSTBITDBMOD system variable 123
6.40.1 Ignore all but first bit of DBMOD for close 123
6.41 CLOUDDOWNLOADPATH system variable 124
6.41.1 Cloud download path 124
6.42 CLOUDLOG system variable 124
6.42.1 Cloud log 124
6.43 CLOUDLOGVERBOSE system variable 124
6.43.1 Cloud log verbose 124
6.44 CLOUDONMODIFIED system variable 125
6.44.1 Cloud on modified 125
6.45 CLOUDSERVER system variable 125
6.45.1 Cloud server 125
6.46 CLOUDSSOCLIENTID system variable 126
6.46.1 Cloud SSO Client ID 126
6.47 CLOUDSSOSCOPE system variable 126
6.47.1 Cloud SSO Scope 126
6.48 CLOUDTEMPFOLDER system variable 126
6.48.1 Cloud temporary folder 126
6.49 CLOUDUPLOADDEPENDENCIES system variable 127
6.49.1 Cloud upload dependencies 127
6.50 CLUSTER2DGEOMGLYPHS system variable 127
6.50.1 Cluster 2d constraint glyphs 127
6.51 CMATERIAL system variable 127
6.51.1 Current material 127
6.52 CMDACTIVE system variable 128
6.52.1 Active command (Read Only) 128
6.53 CMDDIA system variable 128
6.53.1 Command dialogs 128
6.54 CMDECHO system variable 129

Contents

6.54.1 Command echo 129
6.55 CMDLINEEDITBGCOLOR system variable 129
6.55.1 Command line edit background color 129
6.56 CMDLINEEDITFGCOLOR system variable 129
6.56.1 Command line edit foreground color 129
6.57 CMDLINEFADINGLOGBGCOLOR system variable 130
6.57.1 Command line fade log background color 130
6.58 CMDLINEFADINGLOGFADEDELAY system variable 130
6.58.1 Command line fading log fade delay 130
6.59 CMDLINEFADINGLOGFGCOLOR system variable 130
6.59.1 Command line fade log foreground color 130
6.60 CMDLINEFADINGLOGTRANSPARENCY system variable 131
6.60.1 Command line fade log transparency 131
6.61 CMDLINEFONTNAME system variable 131
6.61.1 Command line font name 131
6.62 CMDLINEFONTSIZE system variable 131
6.62.1 Command line font size 131
6.63 CMDLINEFRAMEACTIVETRANSPARENCY system variable 132
6.63.1 Command line frame transparency when active 132
6.64 CMDLINEFRAMEINACTIVETRANSPARENCY system variable 132
6.64.1 Command line frame transparency when inactive 132
6.65 CMDLINEFRAMEUSETEXTSCR system variable 132
6.65.1 Command line frame TEXTSCR 132
6.66 CMDLINELISTBGCOLOR system variable 133
6.66.1 Command line list background color 133
6.67 CMDLINELISTFGCOLOR system variable 133
6.67.1 Command line list foreground color 133
6.68 CMDLINEOPTIONBGCOLOR system variable 133
6.68.1 Command line option background color 133
6.69 CMDLINEOPTIONSHORTCUTCOLOR system variable 134
6.69.1 Command line option shortcut color 134
6.70 CMDLINEUSEMINIFRAME system variable 134
6.70.1 Command line mini floating frame 134
6.71 CMDLNTEXT system variable 134
6.71.1 Prompt prefix 134
6.72 CMDNAMES system variable 135
6.72.1 Active Command Name (Read Only) 135
6.73 CMDSUGGESTIONSORTING system variable 135
6.73.1 Sorting of Command Suggestions 135
6.74 CMLEADERSTYLE system variable 135
6.74.1 Multileader style 135
6.75 CMLJUST system variable 136
6.75.1 Multiline justification 136
6.76 CMLSCALE system variable 136
6.76.1 Multiline scale 136
6.77 CMLSTYLE system variable 136
6.77.1 Multiline style 136
6.78 CMPCLRMISS system variable 137

Contents

6.78.1 Color of missing entities - DWGCOMPARE 137
6.79 CMPCLRMOD1 system variable 137
6.79.1 Color of modified entities- DWGCOMPARE 137
6.80 CMPCLRMOD2 system variable 137
6.80.1 Color of modified entities in the second drawing- DWGCOMPARE 137
6.81 CMPCLRNEW system variable 138
6.81.1 Color of new entities in - DWGCOMPARE 138
6.82 CMPDIFFLIMIT system variable 138
6.82.1 Maximum number of entities - DWGCOMPARE 138
6.83 CMPFADECTL system variable 138
6.83.1 Fade - DWGCOMPARE 138
6.84 CMPLOG system variable 139
6.84.1 Log control - DWGCOMPARE 139
6.85 COLORBOOKPATH system variable 139
6.85.1 Color book file search path 139
6.86 COLORPICKBOX system variable 140
6.86.1 Pickbox color 140
6.87 COLORTHEME system variable 140
6.87.1 UI color theme 140
6.88 COLORX system variable 140
6.88.1 X axis color 140
6.89 COLORY system variable 141
6.89.1 Y axis color 141
6.90 COLORZ system variable 141
6.90.1 Z axis color 141
6.91 COMACADCOMPATIBILITY system variable 141
6.91.1 COM Acad compatibility 141
6.92 COMBINETEXTMODE system variable 142
6.92.1 Combined text mode 142
6.93 COMMANDASSIST system variable 142
6.93.1 Predict Command line 142
6.94 COMMANDPREVIEW system variable 143
6.94.1 Enables a preview of the outcome of commands such as TRIM, EXTEND. 143
6.95 COMMUNICATORBACKGROUNDMODE system variable 143
6.95.1 Perform import and export in background 143
6.96 COMMUNICATORPATH system variable 143
6.96.1 Communicator path (Mac & Linux) 143
6.97 COMPASS system variable 144
6.97.1 Compass 144
6.98 COMPONENTSCONFIG system variable 144
6.98.1 Library Panel Configuration 144
6.99 COMPONENTSPATH system variable 144
6.99.1 Library directory path 144
6.100 CONSTRAINTBARDISPLAY system variable 145
6.100.1 Constraint Display 145
6.101 CONTINUOUSMOTION system variable 145
6.101.1 Continuous motion 145
6.102 CONVERTODMAX system variable 145

Contents

6.102.1 Maximal multiplier for an outer diameter 145
6.103 CONVERTODMIN system variable 146
6.103.1 Minimal multiplier for an outer diameter 146
6.104 CONVERTTHMAX system variable 146
6.104.1 Maximal multiplier for a thickness 146
6.105 CONVERTTHMIN system variable 146
6.105.1 Minimal multiplier for a thickness 146
6.106 COORDS system variable 146
6.106.1 Coordinates 146
6.107 COPYGUIDED3DDISPLAYSOURCEFACES system variable 147
6.107.1 COPYGUIDED3D source faces 147
6.108 COPYMODE system variable 147
6.108.1 Copy mode 147
6.109 CPLOTSTYLE system variable 148
6.109.1 Current plot style 148
6.110 CPROFILE system variable 148
6.110.1 Current profile (Read Only) 148
6.111 CRASHREPORTSENDING system variable 148
6.111.1 Crash report sending (Windows) 148
6.112 CREATESKETCHFEATURE system variable 149
6.112.1 Sketch based feature (experimental) 149
6.113 CREATETHUMBNAILONTHEFLY system variable 149
6.113.1 Create preview thumbnail on the fly 149
6.114 CREATEVIEWPORTS system variable 150
6.114.1 Automatic viewport creation 150
6.115 CROSSHAIRDRAWMODE system variable 150
6.115.1 Crosshair rendering mode 150
6.116 CROSSINGAREACOLOR system variable 151
6.116.1 Crossing area color 151
6.117 CTAB system variable 151
6.117.1 Current tab 151
6.118 CTABLESTYLE system variable 151
6.118.1 Current table style 151
6.119 CTRL3DMOUSE system variable 152
6.119.1 3D mouse mode 152
6.120 CTRLMBUTTON system variable 152
6.120.1 Middle Button Click 152
6.121 CTRLMOUSE system variable 152
6.121.1 Mouse shortcuts 152
6.122 CURSORMODE system variable 153
6.122.1 Crosshair displaying mode 153
6.123 CURSORSIZE system variable 153
6.123.1 Crosshair size 153
6.124 CVALLOWBREAKLINECROSSINGS system variable 154
6.124.1 Allow breakline crossings 154
6.125 CVANGLESAMPLINGINTERVAL system variable 154
6.125.1 Angle sampling interval 154
6.126 CVARCTESSELLATIONGRADING system variable 154

Contents

6.126.1 Arc approximation mid-ordinate distance 154
6.127 CVARCTESSELLATIONSURFACE system variable 155
6.127.1 Arc approximation mid-ordinate distance 155
6.128 CVARCTESSELLATIONTEMPLATEELEMENT system variable 155
6.128.1 Template Element arc approximation mid-ordinate distance 155
6.129 CVASSOCIATIVITY system variable 155
6.129.1 Associativity 155
6.130 CVDEFAULTCURVETYPEHA system variable 156
6.130.1 Default curve type for horizontal alignment 156
6.131 CVDEFAULTCURVETYPEVA system variable 156
6.131.1 Default curve type for vertical alignments 156
6.132 CVELEVATIONATBREAKLINECROSSINGS system variable 157
6.132.1 Elevation at breakline crossings 157
6.133 CVERSIONCONTROLPATH system variable 157
6.133.1 Current version control path 157
6.134 CVGRADEUNIT system variable 157
6.134.1 Format 157
6.135 CVGRADEUNITPREC system variable 158
6.135.1 Precision 158
6.136 CVLENGTHSAMPLINGINTERVAL system variable 158
6.136.1 Sampling interval for straight segments 158
6.137 CVPORT system variable 159
6.137.1 Current viewport 159
6.138 CVSLOPEUNIT system variable 159
6.138.1 Format 159
6.139 CVSLOPEUNITPREC system variable 160
6.139.1 Precision 160
6.140 CVSTATIONUNIT system variable 160
6.140.1 Station delimiter position 160
6.141 CVSTATIONUNITPREC system variable 161
6.141.1 Precision 161
7. D 162
7.1 DATACOLLECTION system variable 162
7.1.1 Diagnostics and usage data collection 162
7.2 DATACOLLECTIONENABLED system variable 162
7.2.1 Current state of data collection (Read Only) 162
7.3 DATACOLLECTIONLOGINTYPE system variable 163
7.3.1 Latest type of login for data collection (Read Only) 163
7.4 DATACOLLECTIONOPTIONS system variable 163
7.4.1 Data Collection Options 163
7.5 DATALINKNOTIFY system variable 164
7.5.1 Data link Notifications 164
7.6 DATE system variable 164
7.6.1 Current date (Read Only) 164
7.7 DBCSTATE system variable 165
7.7.1 DbConnect state (Read Only) 165
7.8 DBLCLKEDIT system variable 165
7.8.1 Double click editing 165

Contents

7.9 DBMOD system variable 165
7.9.1 Modification status (Read Only) 165
7.10 DCTCUST system variable 166
7.10.1 Custom spelling dictionary 166
7.11 DCTMAIN system variable 166
7.11.1 Main spelling dictionary 166
7.12 DEFAULTBSYSLIBIMPERIAL system variable 166
7.12.1 Default Bsyslib imperial 166
7.13 DEFAULTBSYSLIBMETRIC system variable 167
7.13.1 Default Bsyslib metric 167
7.14 DEFAULTLIGHTING system variable 167
7.14.1 Default lighting 167
7.15 DEFAULTLIGHTSHADOWBLUR system variable 167
7.15.1 Default light shadow blur 167
7.16 DEFAULTNEWSHEETTEMPLATE system variable 168
7.16.1 Default new sheet template 168
7.17 DEFAULTPLOTSTYLETABLE system variable 168
7.17.1 Default plot style table 168
7.18 DEFAULTSPACEHEIGHT system variable 168
7.18.1 Default Space Height 168
7.19 DEFAULTSTORYNAMINGSCHEME system variable 168
7.19.1 Default Story Naming Scheme 168
7.20 DEFAULTSTYLEPIPECROSS system variable 169
7.20.1 Default style for pipe cross 169
7.21 DEFAULTSTYLEPIPEECCENTRICREDUCER system variable 169
7.21.1 Default style for pipe eccentric reducer 169
7.22 DEFAULTSTYLEPIPEELBOW45 system variable 169
7.22.1 Default style for pipe elbow (45 deg) 169
7.23 DEFAULTSTYLEPIPEELBOW90 system variable 170
7.23.1 Default style for pipe elbow (90 deg) 170
7.24 DEFAULTSTYLEPIPEREDUCER system variable 170
7.24.1 Default style for pipe reducer 170
7.25 DEFAULTSTYLEPIPESEGMENT system variable 170
7.25.1 Default style for pipe segment 170
7.26 DEFAULTSTYLEPIPETEE system variable 171
7.26.1 Default style for pipe tee 171
7.27 DEFLPLSTYLE system variable 171
7.27.1 Default layer plot style 171
7.28 DEFPLSTYLE system variable 171
7.28.1 Default entity plot style 171
7.29 DELETETOOL system variable 172
7.29.1 Delete tool 172
7.30 DELOBJ system variable 172
7.30.1 Delete source entity 172
7.31 DEMANDLOAD system variable 173
7.31.1 Demand load 173
7.32 DETAILSPATH system variable 173
7.32.1 Details directory path 173

Contents

7.33 DGNEXPXREFMODE system variable 174
7.33.1 Export Conversion of XRefs 174
7.34 DGNFRAME system variable 174
7.34.1 DGN frame 174
7.35 DGNIMP2DCLOSEDBSPLINECURVEIMPORTMODE system variable 175
7.35.1 2D closed B-spline curve import mode 175
7.36 DGNIMP2DELLIPSEIMPORTMODE system variable 175
7.36.1 2D ellipse import mode 175
7.37 DGNIMP2DSHAPEIMPORTMODE system variable 176
7.37.1 2D shape import mode 176
7.38 DGNIMP3DCLOSEDBSPLINECURVEIMPORTMODE system variable 176
7.38.1 3D closed B-spline curve import mode 176
7.39 DGNIMP3DELLIPSEIMPORTMODE system variable 176
7.39.1 3D ellipse import mode 176
7.40 DGNIMP3DOBJECTIMPORTMODE system variable 177
7.40.1 3D entity import mode 177
7.41 DGNIMP3DSHAPEIMPORTMODE system variable 177
7.41.1 3D shape import mode 177
7.42 DGNIMPBREAKDIMENSIONASSOCIATION system variable 178
7.42.1 Break dimension association 178
7.43 DGNIMPCONVERTDGNCOLORINDICESTOTRUECOLORS system variable 178
7.43.1 Convert DGN color indices to true colors 178
7.44 DGNIMPCONVERTEMPTYDATAFIELDSTOSPACES system variable 179
7.44.1 Convert empty data fields to spaces 179
7.45 DGNIMPERASEUNUSEDRESOURCES system variable 179
7.45.1 Erase unused resources 179
7.46 DGNIMPEXPLODETEXTNODES system variable 179
7.46.1 Explode text nodes 179
7.47 DGNIMPIMPORTACTIVEMODELTOMODELSPACE system variable 180
7.47.1 Import active model to Model Space 180
7.48 DGNIMPIMPORTDGTEXTSASDBMTEXTS system variable 180
7.48.1 Import Texts as MTexts 180
7.49 DGNIMPIMPORTINVISIBLEELEMENTS system variable 181
7.49.1 Import invisible elements 181
7.50 DGNIMPIMPORTPAPERSPACEMODELS system variable 181
7.50.1 Import Paper Space models 181
7.51 DGNIMPIMPORTVIEWINDEX system variable 181
7.51.1 Import view index 181
7.52 DGNIMPRECOMPUTEDIMENSIONSAFTERIMPORT system variable 182
7.52.1 Recompute dimensions after import 182
7.53 DGNIMPSYMBOLRESOURCEFILES system variable 182
7.53.1 Symbol resource files 182
7.54 DGNIMPXREFIMPORTMODE system variable 183
7.54.1 External references import mode 183
7.55 DGNOSNAP system variable 183
7.55.1 DGN entity snap 183
7.56 DIASTAT system variable 183
7.56.1 Dialog state (Read Only) 183

Contents

7.57 DIMADEC system variable 184
7.57.1 Dim Angle Precision 184
7.58 DIMALT system variable 184
7.58.1 Alt units 184
7.59 DIMALTD system variable 185
7.59.1 Alt precision 185
7.60 DIMALTF system variable 185
7.60.1 Alt multiplier 185
7.61 DIMALTRND system variable 185
7.61.1 Alt roundoff 185
7.62 DIMALTTD system variable 186
7.62.1 Alt tolerance precision 186
7.63 DIMALTTZ system variable 186
7.63.1 Alt tolerance suppress zeros 186
7.64 DIMALTU system variable 186
7.64.1 Alt unit type 186
7.65 DIMALTZ system variable 187
7.65.1 Alt suppress zeros 187
7.66 DIMANNO system variable 187
7.66.1 Style is annotative (Read Only) 187
7.67 DIMAPOST system variable 188
7.67.1 Alt units prefix/suffix 188
7.68 DIMARCSYM system variable 188
7.68.1 Arc symbol 188
7.69 DIMASO system variable 188
7.69.1 Associativity (obsolete) 188
7.70 DIMASSOC system variable 189
7.70.1 Associativity 189
7.71 DIMASZ system variable 189
7.71.1 Arrow size 189
7.72 DIMATFIT system variable 189
7.72.1 Arrow and text fit 189
7.73 DIMAUNIT system variable 190
7.73.1 Dim angle units 190
7.74 DIMAZIN system variable 190
7.74.1 Suppress angle zeros 190
7.75 DIMBLK system variable 191
7.75.1 Arrow 191
7.76 DIMBLK1 system variable 191
7.76.1 Arrow 1 191
7.77 DIMBLK2 system variable 191
7.77.1 Arrow 2 191
7.78 DIMCEN system variable 191
7.78.1 Center mark 191
7.79 DIMCLRD system variable 192
7.79.1 Dim line color 192
7.80 DIMCLRE system variable 192
7.80.1 Ext line color 192

Contents

7.81 DIMCLRT system variable 193
7.81.1 Text color 193
7.82 DIMCONTINUEMODE system variable 193
7.82.1 Dim continue mode 193
7.83 DIMDEC system variable 193
7.83.1 Dim precision 193
7.84 DIMDLE system variable 194
7.84.1 Dim line ext 194
7.85 DIMDLI system variable 194
7.85.1 Dim baseline spacing 194
7.86 DIMDSEP system variable 194
7.86.1 Decimal separator 194
7.87 DIMEXE system variable 195
7.87.1 Ext line ext 195
7.88 DIMEXO system variable 195
7.88.1 Ext line offset 195
7.89 DIMFIT system variable 195
7.89.1 Dim fit (obsolete) 195
7.90 DIMFRAC system variable 196
7.90.1 Fractional type 196
7.91 DIMFXL system variable 196
7.91.1 Ext line fixed length 196
7.92 DIMFXLON system variable 196
7.92.1 Ext line fixed 196
7.93 DIMGAP system variable 197
7.93.1 Text offset 197
7.94 DIMJOGANG system variable 197
7.94.1 Jogged angle 197
7.95 DIMJUST system variable 198
7.95.1 Text Position Horizontal 198
7.96 DIMLAYER system variable 198
7.96.1 Default layer for new dimensions 198
7.97 DIMLDRBLK system variable 198
7.97.1 Leader arrow 198
7.98 DIMLFAC system variable 199
7.98.1 Dim Scale Linear 199
7.99 DIMLIM system variable 199
7.99.1 Tolerance method 199
7.100 DIMLTEX1 system variable 199
7.100.1 Ext line 1 linetype 199
7.101 DIMLTEX2 system variable 200
7.101.1 Ext line 2 linetype 200
7.102 DIMLTYPE system variable 200
7.102.1 Dim line linetype 200
7.103 DIMLUNIT system variable 200
7.103.1 Dim units 200
7.104 DIMLWD system variable 201
7.104.1 Dim line LW 201

Contents

7.105 DIMLWE system variable 201
7.105.1 Ext line LW 201
7.106 DIMMARKTYPE system variable 201
7.106.1 Dimension override marking 201
7.107 DIMPOST system variable 202
7.107.1 Dim prefix/suffix 202
7.108 DIMRND system variable 202
7.108.1 Dim round 202
7.109 DIMSAH system variable 203
7.109.1 Arrowheads 203
7.110 DIMSCALE system variable 203
7.110.1 Dim scale overall 203
7.111 DIMSD1 system variable 203
7.111.1 Dim line 1 203
7.112 DIMSD2 system variable 204
7.112.1 Dim line 2 204
7.113 DIMSE1 system variable 204
7.113.1 Ext line 1 204
7.114 DIMSE2 system variable 204
7.114.1 Ext line 2 204
7.115 DIMSHO system variable 205
7.115.1 Dimension show (Obsolete) 205
7.116 DIMSOXD system variable 205
7.116.1 Dim line inside 205
7.117 DIMSTYLE system variable 205
7.117.1 Dimension style (Read Only) 205
7.118 DIMTAD system variable 206
7.118.1 Text Position Vert 206
7.119 DIMTDEC system variable 206
7.119.1 Tolerance precision 206
7.120 DIMTFAC system variable 207
7.120.1 Tolerance text height 207
7.121 DIMTFILL system variable 207
7.121.1 Text fill 207
7.122 DIMTFILLCLR system variable 207
7.122.1 Text fill color 207
7.123 DIMTIH system variable 208
7.123.1 Text inside align 208
7.124 DIMTIX system variable 208
7.124.1 Text inside 208
7.125 DIMTM system variable 209
7.125.1 Tolerance limit lower 209
7.126 DIMTMOVE system variable 209
7.126.1 Text movement 209
7.127 DIMTOFL system variable 209
7.127.1 Dim line forced 209
7.128 DIMTOH system variable 210
7.128.1 Text outside align 210

Contents

7.129 DIMTOL system variable 210
7.129.1 Tolerance display 210
7.130 DIMTOLJ system variable 210
7.130.1 Tolerance pos vert 210
7.131 DIMTP system variable 211
7.131.1 Tolerance limit upper 211
7.132 DIMTSZ system variable 211
7.132.1 Dim tick size 211
7.133 DIMTVP system variable 211
7.133.1 Text offset vertical 211
7.134 DIMTXSTY system variable 212
7.134.1 Text style 212
7.135 DIMTXT system variable 212
7.135.1 Text height 212
7.136 DIMTXTDIRECTION system variable 212
7.136.1 Text direction 212
7.137 DIMTZIN system variable 213
7.137.1 Tolerance suppress zeros 213
7.138 DIMUNIT system variable 213
7.138.1 Dim unit type (obsolete) 213
7.139 DIMUPT system variable 214
7.139.1 Place text manually 214
7.140 DIMZIN system variable 214
7.140.1 Suppress dim zeros 214
7.141 DISPLAYAXES system variable 215
7.141.1 Display Axes 215
7.142 DISPLAYAXESFORMEP system variable 215
7.142.1 Display axes 215
7.143 DISPLAYCOLORSLEGACY system variable 216
7.143.1 Legacy Display Colors 216
7.144 DISPLAYSCALING system variable 216
7.144.1 Automatic display scaling (Read Only) 216
7.145 DISPLAYSIDESANDENDS system variable 217
7.145.1 Display Sides and Ends 217
7.146 DISPLAYSNAPMARKERINALLVIEWS system variable 217
7.146.1 Snap marker in all views 217
7.147 DISPLAYTOOLTIPS system variable 217
7.147.1 Snap tooltips 217
7.148 DISPLAYTRUEDIMENSION system variable 218
7.148.1 Default dimension type 218
7.149 DISPPAPERBKG system variable 218
7.149.1 Paper background 218
7.150 DISPPAPERMARGINS system variable 218
7.150.1 Printable area 218
7.151 DISPSILH system variable 219
7.151.1 Display silhouette curves 219
7.152 DISTANCE system variable 219
7.152.1 Distance (Read Only) 219

Contents

7.153 DMAUDITLEVEL system variable 220
7.153.1 DMAUDIT command, level of detail 220
7.154 DMAUTOUPDATE system variable 221
7.154.1 3D constraints recalculation mode 221
7.155 DMCONNECTIONCUTTYPE system variable 221
7.155.1 Connection type 221
7.156 DMPUSHPULLSUBTRACT system variable 222
7.156.1 DMPUSHPULL subtract 222
7.157 DMRECOGNIZE system variable 222
7.157.1 Automatic 3D geometry constraints recognition 222
7.158 DOCKPRIORITY system variable 223
7.158.1 Docking Priority 223
7.159 DOCTABPOSITION system variable 224
7.159.1 Tabs position 224
7.160 DONUTID system variable 224
7.160.1 Donut inside diameter 224
7.161 DONUTOD system variable 224
7.161.1 Donut outside diameter 224
7.162 DRAGMODE system variable 225
7.162.1 Entity drag mode 225
7.163 DRAGMODECONSTRAINTS system variable 225
7.163.1 Solve 3D constraints dynamically 225
7.164 DRAGMODEFACES system variable 225
7.164.1 MOVE face 225
7.165 DRAGMODEHIDE system variable 226
7.165.1 Hide during drag 226
7.166 DRAGMODEINTERRUPT system variable 226
7.166.1 Drag interruption mode 226
7.167 DRAGOPEN system variable 227
7.167.1 Drag open 227
7.168 DRAGP1 system variable 227
7.168.1 Regen-drag rate 227
7.169 DRAGP2 system variable 227
7.169.1 Fast-drag rate 227
7.170 DRAGSNAP system variable 228
7.170.1 Snap dragged entities 228
7.171 DRAWINGPATH system variable 228
7.171.1 Drawings path 228
7.172 DRAWINGVIEWASM system variable 229
7.172.1 Assemblies optimization 229
7.173 DRAWINGVIEWBGEN system variable 229
7.173.1 Background generation of drawing views 229
7.174 DRAWINGVIEWBGENPAR system variable 229
7.174.1 Parallel generation of drawing views 229
7.175 DRAWINGVIEWENTS system variable 230
7.175.1 Additional entities 230
7.176 DRAWINGVIEWPRESET system variable 230
7.176.1 Drawing view preset 230

Contents

7.177 DRAWINGVIEWPRESETHIDDEN system variable 230
7.177.1 Drawing view hidden lines preset 230
7.178 DRAWINGVIEWPRESETSCALE system variable 231
7.178.1 Scale for drawing view preset 231
7.179 DRAWINGVIEWPRESETTANGENT system variable 231
7.179.1 Drawing view tangent lines preset 231
7.180 DRAWINGVIEWPRESETTRAILING system variable 231
7.180.1 Drawing view trailing lines preset 231
7.181 DRAWINGVIEWQUALITY system variable 232
7.181.1 Quality of drawing views 232
7.182 DRAWORDERCTL system variable 232
7.182.1 Draworder control 232
7.183 DROPGEOMMODE system variable 233
7.183.1 Drop geometry mode 233
7.184 DWFFORMAT system variable 233
7.184.1 Default DWF format 233
7.185 DWFFRAME system variable 234
7.185.1 DWF frame 234
7.186 DWFOSNAP system variable 234
7.186.1 DWF entity snap 234
7.187 DWFVERSION system variable 234
7.187.1 DWF version 234
7.188 DWGCHECK system variable 235
7.188.1 Drawing check 235
7.189 DWGCODEPAGE system variable 235
7.189.1 Drawing codepage (Read Only) 235
7.190 DWGGUIDCLOUDAI system variable 236
7.190.1 Drawing Guid 236
7.191 DWGNAME system variable 236
7.191.1 Drawing name (Read Only) 236
7.192 DWGPREFIX system variable 236
7.192.1 Drawing prefix (Read Only) 236
7.193 DWGTITLED system variable 236
7.193.1 Drawing titled (Read Only) 236
7.194 DXEVAL system variable 237
7.194.1 Data extraction update mode 237
7.195 DXFTEXTADJUSTALIGNMENT system variable 237
7.195.1 DXF text adjust alignment 237
7.196 DYNCONSTRAINTMODE system variable 238
7.196.1 Dynamic Constraint Mode 238
7.197 DYNDIGRIP system variable 238
7.197.1 Show dynamic dimensions 238
7.198 DYNDIMAPERTURE system variable 238
7.198.1 Dynamic dimension aperture 238
7.199 DYNDIMCOLORHOT system variable 239
7.199.1 Dynamic dimension hot color 239
7.200 DYNDIMCOLORHOVER system variable 239
7.200.1 Dynamic dimension hover color 239

Contents

7.201 DYNDIMDISTANCE system variable 240
7.201.1 Dynamic dimension distance 240
7.202 DYNDIMLINETYPE system variable 240
7.202.1 Dynamic dimension linetype 240
7.203 DYNDIVIS system variable 241
7.203.1 Dynamic dimension visibility 241
7.204 DYNINPUTTRANSPARENCY system variable 241
7.204.1 Transparency of dynamic input fields 241
7.205 DYNMODE system variable 242
7.205.1 Dynamic input mode 242
7.206 DYNPICOORDS system variable 242
7.206.1 Default mode for dynamic coordinates input 242
7.207 DYNPROMPT system variable 243
7.207.1 Dynamic input command prompts 243
8. E 244
8.1 EDGEMODE system variable 244
8.1.1 Edge mode 244
8.2 ELEVATION system variable 244
8.2.1 Elevation 244
8.3 ENABLEATTRACTION system variable 245
8.3.1 Grips attraction 245
8.4 ENABLEBIMBKUPDATE system variable 245
8.4.1 Enable section update in background 245
8.5 ENABLEHYPERLINKMENU system variable 245
8.5.1 Hyperlink menu 245
8.6 ENABLEHYPERLINKTOOLTIP system variable 246
8.6.1 Hyperlink tooltip 246
8.7 ERRNO system variable 246
8.7.1 Error number (Read Only) 246
8.8 EXPERIMENTALMODE system variable 246
8.8.1 Enable experimental features 246
8.9 EXPERIMENTALONSTARTPAGE system variable 247
8.9.1 Experimental features on start page 247
8.10 EXPERT system variable 247
8.10.1 Expert 247
8.11 EXPINSALIGN system variable 248
8.11.1 Explorer Insert Aligned 248
8.12 EXPINSANGLE system variable 248
8.12.1 Explorer Insert Angle 248
8.13 EXPINSFIXANGLE system variable 248
8.13.1 Explorer Insert Fix Angle 248
8.14 EXPINSFIXSCALE system variable 249
8.14.1 Explorer Insert Fix Scale 249
8.15 EXPINSSCALE system variable 249
8.15.1 Explorer Insert Scale 249
8.16 EXPLMODE system variable 249
8.16.1 Explode mode 249
8.17 EXPORT3DPDFWRITER system variable 250

Contents

8.17.1 3D PDF writer 250
8.18 EXPORTACISASSEMBLYWRITER system variable 250
8.18.1 ASAT/ASAB writer 250
8.19 EXPORTACISWRITER system variable 251
8.19.1 SAT/SAB writer 251
8.20 EXPORTACISFORMATVERSION system variable 251
8.20.1 ACIS export format version 251
8.21 EXPORTCATIAV4FORMATVERSION system variable 252
8.21.1 CATIA V4 export format version 252
8.22 EXPORTCATIAV5FORMATVERSION system variable 253
8.22.1 CATIA V5 export format version 253
8.23 EXPORTGEOMETRYFLAGS system variable 253
8.23.1 Export Geometry Flags 253
8.24 EXPORTHIDDENPARTS system variable 254
8.24.1 Hidden parts 254
8.25 EXPORTMODELSPACE system variable 254
8.25.1 Export model space 254
8.26 EXPORTPAGESETUP system variable 255
8.26.1 Export page setup 255
8.27 EXPORTPAPERSPACE system variable 255
8.27.1 Export paper space 255
8.28 EXPORTPARASOLIDFORMATVERSION system variable 256
8.28.1 Parasolid export format version 256
8.29 EXPORTPRODUCTSTRUCTURE system variable 257
8.29.1 Product structure 257
8.30 EXPORTSTEPFORMATVERSION system variable 258
8.30.1 STEP export format version 258
8.31 EXPORTXCGMFORMATVERSION system variable 258
8.31.1 XCGM export format version 258
8.32 EXTMAX system variable 259
8.32.1 Extents maximum (Read Only) 259
8.33 EXTMIN system variable 259
8.33.1 Extents minimum (Read Only) 259
8.34 EXTNAMES system variable 260
8.34.1 Extend names 260
8.35 EXTRUDEINSIDE system variable 260
8.35.1 Extrude behavior inside 260
8.36 EXTRUDEOUTSIDE system variable 261
8.36.1 Extrude behavior outside 261
9. F 262
9.1 FACETRATIO system variable 262
9.1.1 Faceting aspect ratio 262
9.2 FACETRES system variable 262
9.2.1 Facet resolution 262
9.3 FBXEXPORTCAMERAS system variable 262
9.3.1 FBX Export Cameras 262
9.4 FBXEXPORTENTITIES system variable 263
9.4.1 FBX Export Entities 263

Contents

9.5 FBXEXPORTENTITIESSELTYPE system variable 263
9.5.1 FBX entities to export 263
9.6 FBXEXPORTLIGHTS system variable 264
9.6.1 FBX Export Lights 264
9.7 FBXEXPORTMATERIALS system variable 264
9.7.1 FBX Export Materials 264
9.8 FBXEXPORTTEXTURES system variable 264
9.8.1 FBX Export Textures 264
9.9 FBXEXPORTTEXTURESPATH system variable 265
9.9.1 Fbx Export Textures path 265
9.10 FBXVERSION system variable 265
9.10.1 FBX version 265
9.11 FEATURECOLORS system variable 266
9.11.1 Feature colors 266
9.12 FIELDDISPLAY system variable 266
9.12.1 Field display 266
9.13 FIELDEVAL system variable 266
9.13.1 Field update mode 266
9.14 FILEDIA system variable 267
9.14.1 File dialog 267
9.15 FILLETRAD system variable 267
9.15.1 Fillet radius 267
9.16 FILLETWELDINGCOMBINEADJACENT system variable 267
9.16.1 Combine adjacent fillet welds 267
9.17 FILLETWELDINGMAXGAPRATIO system variable 268
9.17.1 Maximal ratio of a gap to a weld size 268
9.18 FILLETWELDINGZSIZE system variable 268
9.18.1 Default fillet weld Z size 268
9.19 FILLMODE system variable 269
9.19.1 Fill mode 269
9.20 FITLINEFITARCMODE system variable 269
9.20.1 FitLine FitArc mode 269
9.21 FITTINGRADIUSTYPE system variable 270
9.21.1 Fitting Radius Type 270
9.22 FITTINGRADIUSVALUE system variable 270
9.22.1 Fitting Radius Value 270
9.23 FLANGEASMDEFAULTGASKET system variable 270
9.23.1 Default gasket 270
9.24 FONTALT system variable 271
9.24.1 Alternate font 271
9.25 FONTALTMAP system variable 271
9.25.1 Font mapping optional file 271
9.26 FONTMAP system variable 272
9.26.1 Font mapping file 272
9.27 FRAME system variable 272
9.27.1 Frame 272
9.28 FRAMESELECTION system variable 273
9.28.1 Frame selection 273

Contents

9.29 FRONTZ system variable 273
9.29.1 Front clipping plane offset 273
9.30 FULLOPEN system variable 274
9.30.1 Full open (Read Only) 274
10. G 275
10.1 GEARTEETHNUMBER system variable 275
10.1.1 Maximum number of sproket teeth 275
10.2 GENERATEASSOCATTRS system variable 275
10.2.1 Generate associative attributes 275
10.3 GENERATEASSOCVIEWS system variable 275
10.3.1 Generate associative drawings 275
10.4 GEOCSMAPPRIORITY system variable 276
10.4.1 CSMAP priority 276
10.5 GEOLATLONGFORMAT system variable 276
10.5.1 Geographic latitude/longitude format 276
10.6 GEOMAPHYBRIDMODE system variable 277
10.6.1 Online map style 277
10.7 GEOMAPMODE system variable 277
10.7.1 Online map style 277
10.8 GEOMAPOSMMODE system variable 278
10.8.1 Online open street map style 278
10.9 GEOMARKERVISIBILITY system variable 278
10.9.1 Geographic marker visibility 278
10.10 GEOMRELATIONS system variable 278
10.10.1 Geometric relationship indication 278
10.11 GETSTARTED system variable 279
10.11.1 Get Started 279
10.12 GFANG system variable 279
10.12.1 Gradient fill angle 279
10.13 GFCLR1 system variable 279
10.13.1 Gradient fill primary color 279
10.14 GFCLR2 system variable 280
10.14.1 Gradient fill secondary color 280
10.15 GFCLRLUM system variable 280
10.15.1 Gradient fill tint level 280
10.16 GFCLRSTATE system variable 280
10.16.1 Number of colors for a gradient fill 280
10.17 GFNAME system variable 281
10.17.1 Gradient fill name 281
10.18 GFSHIFT system variable 281
10.18.1 Gradient fill shift 281
10.19 GLSWAPMODE system variable 281
10.19.1 GL Swap Mode 281
10.20 GRADIENTCOLORBOTTOM system variable 282
10.20.1 Background gradient color bottom 282
10.21 GRADIENTCOLORMIDDLE system variable 282
10.21.1 Background gradient color middle 282
10.22 GRADIENTCOLORTOP system variable 283

Contents

10.22.1 Background gradient color top 283
10.23 GRADIENTMODE system variable 283
10.23.1 Background gradient mode 283
10.24 GRIDAXISCOLOR system variable 283
10.24.1 Grid axis color 283
10.25 GRIDDISPLAY system variable 284
10.25.1 Grid display 284
10.26 GRIDMAJOR system variable 284
10.26.1 Grid major 284
10.27 GRIDMAJORCOLOR system variable 284
10.27.1 Grid major color 284
10.28 GRIDMINORCOLOR system variable 285
10.28.1 Grid minor color 285
10.29 GRIDMODE system variable 285
10.29.1 Grid mode 285
10.30 GRIDSTYLE system variable 286
10.30.1 Grid style 286
10.31 GRIDUNIT system variable 286
10.31.1 Grid unit 286
10.32 GRIDXYZTINT system variable 286
10.32.1 Grid XYZ tint 286
10.33 GRIPBLOCK system variable 287
10.33.1 Grips in blocks 287
10.34 GRIPCOLOR system variable 287
10.34.1 Grip color 287
10.35 GRIPDYNCOLOR system variable 287
10.35.1 Dynamic grip color 287
10.36 GRIPHOT system variable 288
10.36.1 Selected grip color 288
10.37 GRIPHOVER system variable 288
10.37.1 Hover grip color 288
10.38 GRIPOBJLIMIT system variable 288
10.38.1 Grip entity limit 288
10.39 GRIPS system variable 289
10.39.1 Grips 289
10.40 GRIPMULTIFUNCTIONAL system variable 289
10.40.1 Set Multifunctional Grip mode 289
10.41 GRIPSIZE system variable 290
10.41.1 Grip size 290
10.42 GRIPTIPS system variable 290
10.42.1 Grip tips 290
10.43 GSDEVICETYPE2D system variable 290
10.43.1 2D graphic system device 290
10.44 GSDEVICETYPE3D system variable 291
10.44.1 3D graphic system device 291
11. H 292
11.1 HALOGAP system variable 292
11.1.1 Halo gap 292

Contents

11.2 HANDLES system variable 292
11.2.1 Publish Handles (Read Only) 292
11.3 HANDSEED system variable 292
11.3.1 Handle seed (Read Only) 292
11.4 HATCHCREATION system variable 293
11.4.1 Hatch Creation Mode (Read Only) 293
11.5 HEALTHADVISOR system variable 293
11.5.1 Health advisor 293
11.6 HEALTHADVISORTIMEOUT system variable 293
11.6.1 Health advisor timeout (seconds) 293
11.7 HIDEPRECISION system variable 294
11.7.1 Hide and shade precision 294
11.8 HIDESYSTEMPRINTERS system variable 294
11.8.1 System printers 294
11.9 HIDETEXT system variable 294
11.9.1 Hide text on HIDE 294
11.10 HIDEXREFSCALES system variable 295
11.10.1 Hide xref scales 295
11.11 HIGHLIGHT system variable 295
11.11.1 Highlight 295
11.12 HIGHLIGHT_ALPHA system variable 296
11.12.1 Highlighted area transparency 296
11.13 HIGHLIGHTCOLOR system variable 296
11.13.1 Selection Highlight Color 296
11.14 HIGHLIGHTEFFECT system variable 296
11.14.1 Selection Highlight Style 296
11.15 HLRNEXTGEN system variable 297
11.15.1 Next generation hidden line removal 297
11.16 HORIZONBKG_ENABLE system variable 297
11.16.1 Horizon background 297
11.17 HORIZONBKG_GROUNDHORIZON system variable 298
11.17.1 Ground horizon 298
11.18 HORIZONBKG_GROUNDORIGIN system variable 298
11.18.1 Ground origin 298
11.19 HORIZONBKG_SKYHIGH system variable 298
11.19.1 Sky high 298
11.20 HORIZONBKG_SKYHORIZON system variable 299
11.20.1 Sky horizon 299
11.21 HORIZONBKG_SKYLOW system variable 299
11.21.1 Sky low 299
11.22 HOTKEYASSISTANT system variable 299
11.22.1 Hotkey Assistant 299
11.23 HPANG system variable 300
11.23.1 Hatch pattern angle 300
11.24 HPANNOTATIVE system variable 300
11.24.1 Hatch pattern annotative 300
11.25 HPASSOC system variable 300
11.25.1 Hatch pattern associativity 300

Contents

11.26 HPBACKGROUNDCOLOR system variable 301
11.26.1 Hatch background default color 301
11.27 HPBOUND system variable 301
11.27.1 Hatch pattern boundary 301
11.28 HPBOUNDRETAIN system variable 301
11.28.1 Hatch pattern boundary retain 301
11.29 HPCOLOR system variable 302
11.29.1 Hatch default color 302
11.30 HPDOUBLE system variable 302
11.30.1 Hatch pattern doubling 302
11.31 HPDRAWORDER system variable 302
11.31.1 Hatch pattern draw order 302
11.32 HPGAPTOL system variable 303
11.32.1 Hatch pattern gap tolerance 303
11.33 HPISLANDDETECTION system variable 303
11.33.1 Hatch pattern island detection 303
11.34 HPLAYER system variable 304
11.34.1 Default layer for new hatches 304
11.35 HPLINETYPE system variable 304
11.35.1 Hatch pattern linetype 304
11.36 HPMAXAREAS system variable 304
11.36.1 Fill mode for sparse hatches 304
11.37 HPMAXCONTOURPOINTS system variable 305
11.37.1 Maximum number of points on a hatch contour 305
11.38 HPNAME system variable 305
11.38.1 Hatch pattern name 305
11.39 HPOBJWARNING system variable 305
11.39.1 Hatch pattern entity warning 305
11.40 HPORIGIN system variable 306
11.40.1 Hatch pattern origin 306
11.41 HPPICKMODE system variable 306
11.41.1 Hatch Boundary Pick Mode (Read Only) 306
11.42 HPSCALE system variable 306
11.42.1 Hatch pattern scale 306
11.43 HPSEPARATE system variable 307
11.43.1 Hatch pattern separate 307
11.44 HPSPACE system variable 307
11.44.1 Hatch pattern spacing 307
11.45 HPTRANSPARENCY system variable 307
11.45.1 Default transparency for new hatches 307
11.46 HYPERLINKBASE system variable 308
11.46.1 Hyperlink base 308
12. I 309
12.1 IFCEXPORTAUTHOR system variable 309
12.1.1 Export Author Name 309
12.2 IFCEXPORTAUTHORIZATION system variable 309
12.2.1 Export Authorization 309
12.3 IFCEXPORTORGANIZATION system variable 309

Contents

12.3.1 Export Organization Name 309
12.4 IFCSETTINGSCONFIG system variable 310
12.4.1 IFC settings configuration 310
12.5 IMAGECACHEFOLDER system variable 310
12.5.1 Image disk cache folder 310
12.6 IMAGECACHEMAXMEMORY system variable 310
12.6.1 Maximum used memory 310
12.7 IMAGEDISKCACHE system variable 311
12.7.1 Image disk cache 311
12.8 IMAGEFRAME system variable 311
12.8.1 Image frame 311
12.9 IMAGEHLT system variable 311
12.9.1 Image highlight 311
12.10 IMAGENOTIFY system variable 312
12.10.1 Image notify 312
12.11 IMPORTCATIAV5EDGEATTRIBUTES system variable 312
12.11.1 Import edge attributes mode 312
12.12 IMPORTCATIAV5REPRESENTATION system variable 313
12.12.1 Import representation 313
12.13 IMPORTCATIAV5SEARCHPATHSPREFERENCE system variable 313
12.13.1 Search path preference 313
12.14 IMPORTCOLORS system variable 314
12.14.1 Translate colors 314
12.15 IMPORTCREOALTERNATESEARCHPATHS system variable 314
12.15.1 Alternate search paths 314
12.16 IMPORTCREOCONFIGURATION system variable 314
12.16.1 Import configuration 314
12.17 IMPORTCUIFILEEXISTS system variable 315
12.17.1 Import cui file exists 315
12.18 IMPORTHIDDENPARTS system variable 315
12.18.1 Hidden parts 315
12.19 IMPORTIGESSIMPLIFY system variable 316
12.19.1 Perform simplification 316
12.20 IMPORTIGESSTITCH system variable 316
12.20.1 Perform stitching 316
12.21 IMPORTINVENTORALTERNATESEARCHPATHS system variable 316
12.21.1 Alternate search paths 316
12.22 IMPORTINVENTORSEARCHPATHSPREFERENCE system variable 317
12.22.1 Search paths preference 317
12.23 IMPORTJTREPRESENTATION system variable 317
12.23.1 Import representation 317
12.24 IMPORTNXALTERNATESEARCHPATHS system variable 318
12.24.1 Alternate search paths 318
12.25 IMPORTNXCONFIGURATION system variable 318
12.25.1 Import configuration 318
12.26 IMPORTNXSEARCHPATHSPREFERENCE system variable 318
12.26.1 Search paths preference 318
12.27 IMPORTPMI system variable 319

Contents

12.27.1 Product and manufacturing information 319
12.28 IMPORTPRODUCTSTRUCTURE system variable 319
12.28.1 Product structure 319
12.29 IMPORTREPAIR system variable 320
12.29.1 Repair model on import 320
12.30 IMPORTSIMPLIFY system variable 320
12.30.1 Perform simplification 320
12.31 IMPORTSOLIDEDGEALTERNATESEARCHPATHS system variable 321
12.31.1 Alternate search paths 321
12.32 IMPORTSOLIDEDGESEARCHPATHSPREFERENCE system variable 321
12.32.1 Search paths preference 321
12.33 IMPORTSOLIDEDGETRANSLATEFREECURVES system variable 322
12.33.1 Import free curves 322
12.34 IMPORTSOLIDEDGETRANSLATEFREEPLANES system variable 322
12.34.1 Import free planes 322
12.35 IMPORTSOLIDWORKSALTERNATESEARCHPATHS system variable 322
12.35.1 Alternate search paths 322
12.36 IMPORTSOLIDWORKSCONFIGURATION system variable 323
12.36.1 Import configuration 323
12.37 IMPORTSOLIDWORKSREPRESENTATION system variable 323
12.37.1 Import representation 323
12.38 IMPORTSOLIDWORKSROTATEYZ system variable 323
12.38.1 Map SolidWorks Y to current Z axis 323
12.39 IMPORTSOLIDWORKSSEARCHPATHSPREFERENCE system variable 324
12.39.1 Search paths preference 324
12.40 IMPORTSTEPROTATEYZ system variable 324
12.40.1 Map Y to current Z axis 324
12.41 IMPORTSTITCH system variable 325
12.41.1 Perform stitching 325
12.42 INCLUDEPLOTSTAMP system variable 325
12.42.1 Plot Stamp 325
12.43 INDEXCTL system variable 326
12.43.1 Index control 326
12.44 INETLOCATION system variable 326
12.44.1 Internet location 326
12.45 INSBASE system variable 326
12.45.1 Insertion base point 326
12.46 INSNAME system variable 327
12.46.1 Insertion name 327
12.47 INSUNITS system variable 327
12.47.1 Insertion units 327
12.48 INSUNITSDEFSOURCE system variable 328
12.48.1 Insertion units default source 328
12.49 INSUNITSDEFTARGET system variable 329
12.49.1 Insertion units default target 329
12.50 INSUNITSSCALING system variable 330
12.50.1 Insertion units scaling 330
12.51 INTERFERECOLOR system variable 331

Contents

12.51.1 Interference color 331
12.52 INTERFERELAYER system variable 331
12.52.1 Interference layer 331
12.53 INTERFERENCELEVEL system variable 331
12.53.1 Interference Check Level 331
12.54 INTERFEREOBJVS system variable 332
12.54.1 Interference entity visual style 332
12.55 INTERFEREVPVS system variable 332
12.55.1 Interference viewport visual style 332
12.56 INTERIORELEVATIONMINLENGTH system variable 332
12.56.1 Interior Elevation Minimum Length 332
12.57 INTERIORELEVATIONOFFSET system variable 333
12.57.1 Interior Elevation Offset Distance 333
12.58 INTERSECTEDENTITIES system variable 333
12.58.1 Resolve intersection 333
12.59 INTERSECTIONCOLOR system variable 333
12.59.1 Intersection color 333
12.60 INTERSECTIONDISPLAY system variable 334
12.60.1 Intersection display 334
12.61 ISAVEBAK system variable 334
12.61.1 Incremental save backup 334
12.62 ISAVEPERCENT system variable 335
12.62.1 Save percent 335
12.63 ISOLINES system variable 335
12.63.1 Isolines 335
13. J 337
14. K 338
14.1 KEEPCONNECTIONS system variable 338
14.1.1 Solve interferences and gaps 338
15. L 339
15.1 LASTANGLE system variable 339
15.1.1 Last angle (Read Only) 339
15.2 LASTPOINT system variable 339
15.2.1 Last point 339
15.3 LASTPROMPT system variable 339
15.3.1 Last prompt (Read Only) 339
15.4 LATITUDE system variable 339
15.4.1 Latitude 339
15.5 LAYERFILTEREXCESS system variable 340
15.5.1 Layer Filter Excess 340
15.6 LAYERPMODE system variable 340
15.6.1 Layer previous mode 340
15.7 LAYLOCKFADECTL system variable 341
15.7.1 Locked layer fade control 341
15.8 LAYOUTCONVERSION system variable 341
15.8.1 Layout conversion 341
15.9 LAYOUTREGENCTL system variable 341
15.9.1 Layout regeneration control 341

Contents

15.10 LAYOUTTAB system variable 342
15.10.1 Layout and model tabs 342
15.11 LEGACYCODESEARCH system variable 342
15.11.1 Legacy code search mode (Read Only) 342
15.12 LENGTHUNITS system variable 343
15.12.1 Length units 343
15.13 LENSLENGTH system variable 343
15.13.1 Lens length (Read Only) 343
15.14 LEVELOFDETAIL system variable 343
15.14.1 Composition Level of detail 343
15.15 LICFLAGS system variable 344
15.15.1 Licensed components (Read Only) 344
15.16 LIGHTGLYPHCOLOR system variable 344
15.16.1 Color for light glyph 344
15.17 LIGHTGLYPHDISPLAY system variable 345
15.17.1 Light display 345
15.18 LIGHTINGUNITS system variable 345
15.18.1 Lighting units 345
15.19 LIGHTWEBGLYPHCOLOR system variable 345
15.19.1 Color for web light glyph 345
15.20 LIMCHECK system variable 346
15.20.1 Limits check 346
15.21 LIMMAX system variable 346
15.21.1 Limits maximum 346
15.22 LIMMIN system variable 346
15.22.1 Limits minimum 346
15.23 LINEARARROWHEADLENGTH system variable 347
15.23.1 Default head length 347
15.24 LINEARARROWHEADWIDTH system variable 347
15.24.1 Default head width 347
15.25 LINEARARROWTHICKNESS system variable 347
15.25.1 Default thickness 347
15.26 LINEARBRIGHTNESS system variable (deprecated) 348
15.26.1 Linear brightness (deprecated) 348
15.27 LINEARCONTRAST system variable (deprecated) 348
15.27.1 Linear contrast (deprecated) 348
15.28 LINETYPE3DPLINE system variable 349
15.28.1 3D Polyline linetype 349
15.29 LISPINIT system variable 349
15.29.1 LISP init 349
15.30 LOADMECHANICAL2D system variable 349
15.30.1 Mechanical 2D Editor 349
15.31 LOCALE system variable 350
15.31.1 Locale (Read Only) 350
15.32 LOCALROOTPREFIX system variable 350
15.32.1 Local root prefix (Read Only) 350
15.33 LOCKUI system variable 350
15.33.1 Lock user interface elements 350

Contents

15.34 LOFTANG1 system variable 351
15.34.1 Loft angle 1 351
15.35 LOFTANG2 system variable 352
15.35.1 Loft angle 2 352
15.36 LOFTMAG1 system variable 353
15.36.1 Loft magnitude 1 353
15.37 LOFTMAG2 system variable 353
15.37.1 Loft magnitude 2 353
15.38 LOFTNORMALS system variable 354
15.38.1 Loft normals 354
15.39 LOFTPARAM system variable 354
15.39.1 Loft param 354
15.40 LOGFILEMODE system variable 355
15.40.1 Log file mode 355
15.41 LOGFILENAME system variable 355
15.41.1 Log file name (Read Only) 355
15.42 LOGFILEPATH system variable 355
15.42.1 Log file path 355
15.43 LOGGEDINSTATUS system variable 356
15.43.1 Logged in (Read Only) 356
15.44 LOGINNAME system variable 356
15.44.1 Login name (Read Only) 356
15.45 LONGITUDE system variable 356
15.45.1 Longitude 356
15.46 LOOKFROMDIRECTIONMODE system variable 356
15.46.1 LookFrom direction mode 356
15.47 LOOKFROMFEEDBACK system variable 357
15.47.1 LookFrom feedback 357
15.48 LOOKFROMZOOMEXTENTS system variable 358
15.48.1 LookFrom zoom extents 358
15.49 LOOKFROMZOOMSELECTION system variable 358
15.49.1 LookFrom zoom selection 358
15.50 LTGAPSELECTION system variable 359
15.50.1 Linetype gap selection 359
15.51 LTSCALE system variable 359
15.51.1 Linetype scale 359
15.52 LUNITS system variable 359
15.52.1 Linear unit type 359
15.53 LUPREC system variable 360
15.53.1 Linear unit precision 360
15.54 LWDEFAULT system variable 360
15.54.1 Default lineweight 360
15.55 LWDISPLAY system variable 361
15.55.1 Lineweight display 361
15.56 LWDISPSCALE system variable 361
15.56.1 Lineweight display scale 361
15.57 LWUNITS system variable 361
15.57.1 Lineweight units 361

Contents

16. M 363
16.1 MACROREC system variable 363
16.1.1 Macro recording 363
16.2 MANIPULATOR system variable 363
16.2.1 Manipulator behavior 363
16.3 MANIPULATORCOLORTHEME system variable 363
16.3.1 Color theme of Manipulator 363
16.4 MANIPULATORDURATION system variable 364
16.4.1 Manipulator duration 364
16.5 MANIPULATORHANDLE system variable 365
16.5.1 Manipulator handle 365
16.6 MANIPULATORSIZE system variable 365
16.6.1 Size of Manipulator 365
16.7 MASSPREC system variable 366
16.7.1 Mass precision 366
16.8 MASSPROPACCURACY system variable 366
16.8.1 Mass properties calculation relative accuracy 366
16.9 MASSUNITS system variable 367
16.9.1 Mass units 367
16.10 MAXACTVP system variable 367
16.10.1 Maximum active viewports 367
16.11 MAXHATCH system variable 368
16.11.1 Maximum hatch dashes 368
16.12 MAXSORT system variable 368
16.12.1 Maximum sort 368
16.13 MAXTHREADS system variable 368
16.13.1 Maximum number of threads 368
16.14 MBSTATE system variable 369
16.14.1 Mechanical browser state (Read Only) 369
16.15 MBUTTONPAN system variable 369
16.15.1 Middle button pan 369
16.16 MEASUREINIT system variable 370
16.16.1 Measurement initial 370
16.17 MEASUREMENT system variable 370
16.17.1 Measurement 370
16.18 MECH2DSAVEFORMAT system variable 370
16.18.1 Mechanical 2D save format 370
16.19 MECHANICALBLOCKSOPTIONS system variable 371
16.19.1 Mechanical blocks options 371
16.20 MECHANICALBROWSERSETTINGS system variable 371
16.20.1 Mechanical browser options 371
16.21 MENUBAR (EXCEPT OS X) system variable 372
16.21.1 Menu bar 372
16.22 MENUCTL system variable 372
16.22.1 Menu control 372
16.23 MENUECHO system variable 373
16.23.1 Menu echo 373
16.24 MENUNAME system variable 373

Contents

16.24.1 Menu name (Read Only) 373
16.25 MESHTYPE system variable 373
16.25.1 Mesh type 373
16.26 MIDDLECLICKCLOSE system variable 374
16.26.1 Middle click close (Mac & Linux) 374
16.27 MILLISECS system variable 374
16.27.1 Milliseconds (Read Only) 374
16.28 MIRRHATCH system variable 374
16.28.1 Mirror hatch patterns 374
16.29 MIRRTEXT system variable 375
16.29.1 Mirror text 375
16.30 MLEADERLAYER system variable 375
16.30.1 Default layer for new multileaders 375
16.31 MLEADERSCALE system variable 375
16.31.1 Multileader scale 375
16.32 MODEMACRO system variable 376
16.32.1 Mode macro 376
16.33 MSLTSCALE system variable 376
16.33.1 Model space linetype scale 376
16.34 MSOLESCALE system variable 376
16.34.1 Model space OLE scale 376
16.35 MTEXTAUTOSTACK system variable 377
16.35.1 Multiline text autostack 377
16.36 MTEXTCOLUMN system variable 377
16.36.1 Multiline text column setting 377
16.37 MTEXTDETECTSPACE system variable 378
16.37.1 Space detection for creating lists in mtext editor 378
16.38 MTEXTED system variable 378
16.38.1 Multiline text editor 378
16.39 MTEXTFIXED system variable 378
16.39.1 Multiline text fixed 378
16.40 MTEXTTOOLBAR system variable 379
16.40.1 MText Formatting toolbar 379
16.41 MTFLAGS system variable 379
16.41.1 Multi-Threading Flags 379
16.42 MULTISELECTANGULARTOLERANCE system variable 380
16.42.1 BimMultiSelect angular tolerance 380
16.43 MYDOCUMENTSPREFIX system variable 380
16.43.1 MyDocuments root prefix (Read Only) 380
17. N 381
17.1 NAVVCUBEDISPLAY system variable 381
17.1.1 LookFrom display 381
17.2 NAVVCUBELOCATION system variable 381
17.2.1 LookFrom location 381
17.3 NAVVCUBEOPACITY system variable 382
17.3.1 LookFrom opacity 382
17.4 NAVVCUBEORIENT system variable 382
17.4.1 LookFrom orientation 382

Contents

17.5 NEARESTDISTANCE system variable 382
17.5.1 Nearest Distance 382
17.6 NEWGEOMGLYPHS system variable 383
17.6.1 Use new 2D constraint glyphs 383
17.7 NOMUTT system variable 384
17.7.1 No muttering 384
17.8 NORTHDIRECTION system variable 384
17.8.1 North direction 384
18. O 385
18.1 OBJECTISOLATIONMODE system variable 385
18.1.1 Object Isolation Mode 385
18.2 OBSCUREDCOLOR system variable 385
18.2.1 Obscured color 385
18.3 OBSCUREDLTYPE system variable 386
18.3.1 Obscured linetype 386
18.4 OFFSETDIST system variable 386
18.4.1 Offset distance 386
18.5 OFFSETERASE system variable 387
18.5.1 Offset erase 387
18.6 OFFSETGAPTYPE system variable 387
18.6.1 Offset gap type 387
18.7 OLEFRAME system variable 387
18.7.1 OLE frame 387
18.8 OLEHIDE system variable 388
18.8.1 OLE hide 388
18.9 OLEQUALITY system variable 388
18.9.1 OLE quality 388
18.10 OLESTARTUP system variable 389
18.10.1 OLE startup 389
18.11 OPMSTATE system variable 389
18.11.1 Properties panel state (Read Only) 389
18.12 ORBITAUTOTARGET system variable 389
18.12.1 Orbit Auto Target 389
18.13 ORTHOMODE system variable 390
18.13.1 Orthogonal mode 390
18.14 OSMODE system variable 390
18.14.1 Entity snap mode 390
18.15 OSNAPCOORD system variable 391
18.15.1 Entity snap coordinates 391
18.16 OSNAPZ system variable 391
18.16.1 Ignore entity snap elevation 391
18.17 OSOPTIONS system variable 392
18.17.1 Entity snap options 392
18.18 OVERKILLLAYER system variable 392
18.18.1 Duplicate Entities Layer 392
19. P 393
19.1 PANBUFFER system variable 393
19.1.1 Pan buffer 393

Contents

19.2 PANELBUTTONSIZE system variable 393
19.2.1 Panel control button size 393
19.3 PAPERUPDATE system variable 394
19.3.1 Paper update 394
19.4 PARAMETERCOPYMODE system variable 394
19.4.1 Parameter copy mode 394
19.5 PARAMETERMATCHMODE system variable 395
19.5.1 Match Parametric Blocks by parameters 395
19.6 PARAMETRICBLOCKS2DPATH system variable 395
19.6.1 Parametric blocks 2D directory path 395
19.7 PARAMETRIZECONNECTIONS system variable 395
19.7.1 Parametrize Connections 395
19.8 PBLOCKREFERENCEOPERATIONSVISUALIZATION system variable 396
19.8.1 Visualize parametric operations on block references 396
19.9 PDFANIMATIONFPS system variable 396
19.9.1 Frames per second 396
19.10 PDFCACHE system variable 396
19.10.1 PDF cache 396
19.11 PDFCREATEBOOKMARKS system variable 397
19.11.1 Create bookmarks 397
19.12 PDFEMBEDDEDTTF system variable 397
19.12.1 Pdf embedded fonts 397
19.13 PDFEXPORTHYPERLINKS system variable 398
19.13.1 Export hyperlinks 398
19.14 PDFFRAME system variable 398
19.14.1 PDF frame 398
19.15 PDFIMAGEANTIALIAS system variable 399
19.15.1 Image anti-aliasing 399
19.16 PDFIMAGECOMPRESSION system variable 399
19.16.1 Image compression 399
19.17 PDFIMAGEDPI system variable 399
19.17.1 Image DPI 399
19.18 PDFIMPORTAPPLYLINEWEIGHT system variable 400
19.18.1 Apply lineweight properties 400
19.19 PDFIMPORTASBLOCK system variable 400
19.19.1 Import as block 400
19.20 PDFIMPORTCHARSPACEFACTOR system variable 400
19.20.1 Inter-character space factor 400
19.21 PDFIMPORTCOMBINETEXTOBJECTS system variable 401
19.21.1 Combine text entities 401
19.22 PDFIMPORTCONVERTSOLIDSTOHATCHES system variable 401
19.22.1 Convert solid fills to hatches 401
19.23 PDFIMPORTIMAGEPATH system variable 402
19.23.1 Raster Images Folder 402
19.24 PDFIMPORTJOINLINEANDARCSEGMENTS system variable 402
19.24.1 Join line and arc segments 402
19.25 PDFIMPORTLAYERSUSETYPE system variable 402
19.25.1 Layers 402

Contents

19.26 PDFIMPORTRASTERIMAGES system variable 403
19.26.1 Raster Images 403
19.27 PDFIMPORTSOLIDFILLS system variable 403
19.27.1 Solid fills 403
19.28 PDFIMPORTSPACEFACTOR system variable 404
19.28.1 Inter-word space factor 404
19.29 PDFIMPORTTRUETYPETEXT system variable 404
19.29.1 TrueType text 404
19.30 PDFIMPORTTRUETYPETEXTASGEOMETRY system variable 404
19.30.1 Import True Type text as geometry 404
19.31 PDFIMPORTUSECLIPPING system variable 405
19.31.1 Apply clipping 405
19.32 PDFIMPORTUSEGEOMETRYOPTIMIZATION system variable 405
19.32.1 Import geometry with optimization 405
19.33 PDFIMPORTUSEIMAGECLIPPING system variable 406
19.33.1 Clip images 406
19.34 PDFIMPORTUSEPAGEBORDERCLIPPING system variable 406
19.34.1 Apply clipping at page border 406
19.35 PDFIMPORTVECTORGEOMETRY system variable 406
19.35.1 Vector geometry 406
19.36 PDFLAYERSSETTING system variable 407
19.36.1 PDF layer support 407
19.37 PDFLAYOUTSTOEXPORT system variable 407
19.37.1 PDF layouts to export 407
19.38 PDFMERGECONTROL system variable 408
19.38.1 PDF Merge Control 408
19.39 PDFNOTIFY system variable 408
19.39.1 PDF notify 408
19.40 PDFOPENINVIEWER system variable 408
19.40.1 Open in viewer 408
19.41 PDFOSNAP system variable 409
19.41.1 PDF entity snap 409
19.42 PDFPAPERHEIGHT system variable 409
19.42.1 PDF override - paper height 409
19.43 PDFPAPERSIZEOVERRIDE system variable 409
19.43.1 PDF papersize override 409
19.44 PDFPAPERWIDTH system variable 410
19.44.1 PDF override - paper width 410
19.45 PDFPDFA system variable 410
19.45.1 PDF/A format support 410
19.46 PDFPRCCOMPRESSION system variable 411
19.46.1 PRC Compression 411
19.47 PDFPRCEXPORT system variable 411
19.47.1 PRC Export Mode 411
19.48 PDFPRCPROJECTION system variable 412
19.48.1 PRC Projection 412
19.49 PDFPRCVIEWMODE system variable 412
19.49.1 PRC View mode 412

Contents

19.50 PDFSHXTEXTASGEOMETRY system variable 412
19.50.1 PDF SHX text as geometry 412
19.51 PDFSIMPLEGEOMOPTIMIZATION system variable 413
19.51.1 Pdf simple geometry optimization 413
19.52 PDFTTFTEXTASGEOMETRY system variable 413
19.52.1 PDF TTF text as geometry 413
19.53 PDFUSEPLOTSTYLES system variable 414
19.53.1 Use PDF plotstyles 414
19.54 PDFVECTORRESOLUTIONDPI system variable 414
19.54.1 Vector Resolution DPI 414
19.55 PDFZOOMTOEXTENTSMODE system variable 414
19.55.1 PDF zoom to extents mode 414
19.56 PDMODE system variable 415
19.56.1 Point display mode 415
19.57 PDSIZE system variable 416
19.57.1 Point display size 416
19.58 PEDITACCEPT system variable 416
19.58.1 Polyline edit accept 416
19.59 PELLIPSE system variable 417
19.59.1 Polyline ellipse 417
19.60 PERIMETER system variable 417
19.60.1 Last perimeter (Read Only) 417
19.61 PERSPECTIVE system variable 417
19.61.1 Perspective 417
19.62 PFACEVMAX system variable 418
19.62.1 Polyface mesh maximum vertices (Read Only) 418
19.63 PICKADD system variable 418
19.63.1 Pick add 418
19.64 PICKAUTO system variable 418
19.64.1 Selection window behavior 418
19.65 PICKBOX system variable 419
19.65.1 Pick box 419
19.66 PICKDRAG system variable 419
19.66.1 Pick drag 419
19.67 PICKFIRST system variable 420
19.67.1 Pick first 420
19.68 PICKSTYLE (EXCEPT OS X) system variable 420
19.68.1 Pick style 420
19.69 PICTUREEXPORTSCALE system variable 421
19.69.1 Picture format export scale factor 421
19.70 PLACESBARFOLDER1 system variable 421
19.70.1 First folder 421
19.71 PLACESBARFOLDER2 system variable 422
19.71.1 Second folder 422
19.72 PLACESBARFOLDER3 system variable 422
19.72.1 Third folder 422
19.73 PLACESBARFOLDER4 system variable 423
19.73.1 Fourth folder (Windows) 423

Contents

19.74 PLATFORM system variable 424
19.74.1 Platform (Read Only) 424
19.75 PLINECACHE system variable 424
19.75.1 Polyline cache 424
19.76 PLINECONVERTMODE system variable 424
19.76.1 Polyline convert mode 424
19.77 PLINEGEN system variable 425
19.77.1 Polyline generation 425
19.78 PLINEREVERSEWIDTHS system variable 425
19.78.1 Reverse widths 425
19.79 PLINETYPE system variable 426
19.79.1 Polyline type 426
19.80 PLINEWID system variable 426
19.80.1 Polyline width 426
19.81 PLOTCFGPATH system variable 426
19.81.1 Plotter configuration path 426
19.82 PLOTID system variable 427
19.82.1 Plot id (Obsolete) 427
19.83 PLOTOUTPUTPATH system variable 427
19.83.1 Plot output path 427
19.84 PLOTSTYLEPATH system variable 427
19.84.1 Plot styles path 427
19.85 PLOTTER system variable 427
19.85.1 Plotter (Obsolete) 427
19.86 PLOTTRANSPARENCYOVERRIDE system variable 428
19.86.1 Plot transparency override 428
19.87 PLQUIET system variable 428
19.87.1 Plot quiet 428
19.88 POINTCLOUD2DVSDISPLAY system variable 428
19.88.1 Toggle show/hide bounding box in 2d wireframe mode 428
19.89 POINTCLOUDADAPTIVEDISPLAY system variable 429
19.89.1 Toggle adaptive vs. fixed point sizes 429
19.90 POINTCLOUDBOUNDARY system variable 429
19.90.1 Show/hide point cloud extent boundary 429
19.91 POINTCLOUDBUBBLESSIZE system variable 430
19.91.1 Bubble size 430
19.92 POINTCLOUDCACHEFOLDER system variable 430
19.92.1 Disk cache folder 430
19.93 POINTCLOUDEYEDOMELIGHTING system variable 430
19.93.1 Eye dome lighting strength 430
19.94 POINTCLOUDGAPFILLING system variable 431
19.94.1 Gap filling size 431
19.95 POINTCLOUDHSPC system variable 431
19.95.1 HSPC mode 431
19.96 POINTCLOUDNORMALS system variable 432
19.96.1 Normal calculation 432
19.97 POINTCLOUDPOINTMAX system variable 432
19.97.1 Maximum number of points (in millions) 432

Contents

19.98 POINTCLOUDPOINTSIZE system variable 433
19.98.1 Point size 433
19.99 POINTCLOUDRENDERMODE system variable 433
19.99.1 Render mode 433
19.100 POINTCLOUDSHOWBUBBLES system variable 433
19.100.1 Bubble display mode 433
19.101 POLARADDANG system variable 434
19.101.1 Polar add angles 434
19.102 POLARANG system variable 434
19.102.1 Polar angle 434
19.103 POLARDIST system variable 435
19.103.1 Polar distance 435
19.104 POLARMODE system variable 435
19.104.1 Polar mode 435
19.105 POLYSIDES system variable 435
19.105.1 Polygon sides 435
19.106 POPERATIONSCOLOR system variable 436
19.106.1 Parametric operations color 436
19.107 POPUPS system variable 436
19.107.1 Popups (Read Only) 436
19.108 PREVIEWDELAY system variable 436
19.108.1 Delay to preview selection 436
19.109 PREVIEWEFFECT system variable 437
19.109.1 Selection preview effect 437
19.110 PREVIEWFILTER system variable 437
19.110.1 Selection filter 437
19.111 PREVIEWTYPE system variable 438
19.111.1 Preview type 438
19.112 PREVIEWWNDINOPENDLG system variable 438
19.112.1 Preview window in open dialog 438
19.113 PRINTFILE system variable 439
19.113.1 Print file 439
19.114 PRINTPDFPREVIEW system variable 439
19.114.1 Print As PDF Preview 439
19.115 PRODUCT system variable 439
19.115.1 Product (Read Only) 439
19.116 PROFILEOFFSETBEHAVIOR system variable 440
19.116.1 Profile offset behavior 440
19.117 PROGBAR system variable 440
19.117.1 Progress bar 440
19.118 PROGRAM system variable 440
19.118.1 Program (Read Only) 440
19.119 PROJECTIONTYPE system variable 441
19.119.1 Drawing view projection type 441
19.120 PROJECTLOCATIONVISIBILITY system variable 442
19.120.1 Project location marker visibility 442
19.121 PROJECTNAME system variable 442
19.121.1 Project name 442

Contents

19.122 PROJECTSEARCHPATHS system variable 443
19.122.1 Project search paths 443
19.123 PROJMODE system variable 443
19.123.1 Projection mode 443
19.124 PROMPTMENU system variable 443
19.124.1 Prompt menu 443
19.125 PROMPTMENUFLAGS system variable 444
19.125.1 Prompt menu flags 444
19.126 PROMPTOPTIONFORMAT system variable 444
19.126.1 Prompt option format 444
19.127 PROMPTOPTIONTRANSLATEKEYWORDS system variable 446
19.127.1 Prompt option translate keywords 446
19.128 PROPAGATESEARCHSPACE system variable 446
19.128.1 Search space 446
19.129 PROPAGATETOLERANCE system variable 446
19.129.1 Position tolerance 446
19.130 PROPERTYPREVIEW system variable 447
19.130.1 Property Preview 447
19.131 PROPERTYPREVIEWDELAY system variable 447
19.131.1 Property Preview Delay 447
19.132 PROPERTYPREVIEWOBJLIMIT system variable 447
19.132.1 Property Preview Object Limit 447
19.133 PROPOBJLIMIT system variable 448
19.133.1 Properties entity limit 448
19.134 PROPPREVTIMEOUT system variable 448
19.134.1 Property Preview Timeout 448
19.135 PROPUNITS system variable 448
19.135.1 Property units 448
19.136 PROXYGRAPHICS system variable 449
19.136.1 Proxy graphics 449
19.137 PROXYNOTICE system variable 449
19.137.1 Proxy notice 449
19.138 PROXYSERVERENABLED system variable 450
19.138.1 Proxy server 450
19.139 PROXYSERVERHTTP system variable 450
19.139.1 HTTP server 450
19.140 PROXYSERVERHTTPPORT system variable 450
19.140.1 HTTP server port 450
19.141 PROXYSERVERHTTPS system variable 451
19.141.1 HTTPS server 451
19.142 PROXYSERVERHTTPSPORT system variable 451
19.142.1 HTTPS server port 451
19.143 PROXYSERVERPASSWORD system variable 451
19.143.1 User password 451
19.144 PROXYSERVERUSER system variable 451
19.144.1 User name 451
19.145 PROXYSHOW system variable 452
19.145.1 Proxy show 452

Contents

19.146 PROXYWEBSEARCH system variable 452
19.146.1 Proxy web search 452
19.147 PSLTSCALE system variable 452
19.147.1 Paper space linetype scale 452
19.148 PSOLHEIGHT system variable 453
19.148.1 Polysolid height 453
19.149 PSOLWIDTH system variable 453
19.149.1 Polysolid width 453
19.150 PSTYLEMODE system variable 453
19.150.1 Plot style mode (Read Only) 453
19.151 PSTYLEPOLICY system variable 454
19.151.1 Plot style policy 454
19.152 PSVPSCALE system variable 454
19.152.1 Paper space viewport scale 454
19.153 PUBLISHALLSHEETS system variable 455
19.153.1 Publish all sheets 455
19.154 PUBLISHCOLLATE system variable 455
19.154.1 Publish collate 455
19.155 PUCSBASE system variable 456
19.155.1 Paper space UCS base (Read Only) 456
20. Q 457
20.1 QAFLAGS system variable 457
20.1.1 Quality Assurance flags 457
20.2 QSELECTAUTOCLOSE system variable 457
20.2.1 Quick Select auto close 457
20.3 QSELECTINIT system variable 458
20.3.1 Quick Select initial 458
20.4 QSELECTLIST system variable 458
20.4.1 Quick Select List 458
20.5 QTEXTMODE system variable 459
20.5.1 Quick text mode 459
20.6 QUADCOMMANDLAUNCH system variable 460
20.6.1 Quad default command launch 460
20.7 QUADDISPLAY system variable 460
20.7.1 Quad display 460
20.8 QUADEXPANDDELAY system variable 461
20.8.1 Quad expand delay 461
20.9 QUADEXPANDTABDELAY system variable 461
20.9.1 Quad expand tab delay 461
20.10 QUADGOTRANSPARENT system variable 462
20.10.1 Quad go transparent 462
20.11 QUADHIDEDELAY system variable 462
20.11.1 Quad hide delay 462
20.12 QUADHIDEMARGIN system variable 462
20.12.1 Quad hide margin 462
20.13 QUADICONSIZE system variable 463
20.13.1 Quad icon size 463
20.14 QUADICONSPACE system variable 464

Contents

20.14.1 Quad icon space 464
20.15 QUADMOSTRECENTITEMS system variable 464
20.15.1 Quad most recent items 464
20.16 QUADPOPUPCORNER system variable 465
20.16.1 Quad popup corner 465
20.17 QUADSHOWDELAY system variable 465
20.17.1 Quad show delay 465
20.18 QUADWIDTH system variable 466
20.18.1 Quad width 466
21. R 467
21.1 R12SAVEACCURACY system variable 467
21.1.1 R12 Save accuracy 467
21.2 R12SAVEDEVIATION system variable 467
21.2.1 R12 Save deviation 467
21.3 RASTERPREVIEW system variable 467
21.3.1 Raster preview 467
21.4 RE_INIT system variable 468
21.4.1 Reinitialize Aliases (Read Only) 468
21.5 REALTIMESPEEDUP system variable 468
21.5.1 Realtime speedup 468
21.6 REALWORLDSCALE system variable 468
21.6.1 Real world scale 468
21.7 RECENTFILES system variable 469
21.7.1 Recent file list max count 469
21.8 RECENTPATH system variable 469
21.8.1 Recent path 469
21.9 REDHILITE_DUCSLOCKED_FACE_ALPHA system variable 469
21.9.1 Face opacity 469
21.10 REDHILITE_DUCSLOCKED_FACE_COLOR system variable 470
21.10.1 Face color 470
21.11 REDHILITE_HIDDENEDGE_ALPHA system variable 470
21.11.1 Edge opacity 470
21.12 REDHILITE_HIDDENEDGE_COLOR system variable 471
21.12.1 Hidden edge color 471
21.13 REDHILITEFULL_EDGE_ALPHA system variable 471
21.13.1 Edge opacity 471
21.14 REDHILITEFULL_EDGE_COLOR system variable 471
21.14.1 Edge color 471
21.15 REDHILITEFULL_EDGE_SHOWHIDDEN system variable 472
21.15.1 Hidden edges 472
21.16 REDHILITEFULL_EDGE_SMOOTHING system variable 472
21.16.1 Edge smoothing 472
21.17 REDHILITEFULL_EDGE_THICKNESS system variable 473
21.17.1 Edge thickness 473
21.18 REDHILITEFULL_FACE_ALPHA system variable 473
21.18.1 Face transparency 473
21.19 REDHILITEFULL_FACE_COLOR system variable 473
21.19.1 Face color 473

Contents

21.20 REDHILITEPARTIAL_SELECTEDEDGE_ALPHA system variable 474
21.20.1 Edge opacity 474
21.21 REDHILITEPARTIAL_SELECTEDEDGE_COLOR system variable 474
21.21.1 Edge color 474
21.22 REDHILITEPARTIAL_SELECTEDEDGE_SHOWGLOW system variable 474
21.22.1 Glow 474
21.23 REDHILITEPARTIAL_SELECTEDEDGE_SMOOTHING system variable 475
21.23.1 Edge smoothing 475
21.24 REDHILITEPARTIAL_SELECTEDEDGE_THICKNESS system variable 475
21.24.1 Edge thickness 475
21.25 REDHILITEPARTIAL_SELECTEDEDGEGLOW_ALPHA system variable 476
21.25.1 Glow transparency 476
21.26 REDHILITEPARTIAL_SELECTEDEDGEGLOW_COLOR system variable 476
21.26.1 Glow color 476
21.27 REDHILITEPARTIAL_SELECTEDEDGEGLOW_SMOOTHING system variable 477
21.27.1 Glow smoothing 477
21.28 REDHILITEPARTIAL_SELECTEDEDGEGLOW_THICKNESS system variable 478
21.28.1 Glow thickness 478
21.29 REDHILITEPARTIAL_SELECTEDFACE_ALPHA system variable 479
21.29.1 Face opacity 479
21.30 REDHILITEPARTIAL_SELECTEDFACE_COLOR system variable 479
21.30.1 Face color 479
21.31 REDHILITEPARTIAL_UNSELECTEDEDGE_SHOWHIDDEN system variable 479
21.31.1 Hidden edges 479
21.32 REDUCELENGTHTYPE system variable 480
21.32.1 Reduce Length Type 480
21.33 REDUCELENGTHVALUE system variable 480
21.33.1 Reduce Length Value 480
21.34 REFEDITLOCKNOTINWORKSET system variable 480
21.34.1 Refedit lock 480
21.35 REFEDITNAME system variable 481
21.35.1 Refedit name (Read Only) 481
21.36 REFPATHTYPE system variable 481
21.36.1 Default path type of reference files 481
21.37 REGENMODE system variable 481
21.37.1 Regeneration mode 481
21.38 REGEXPAND system variable 482
21.38.1 Registry paths expanding type 482
21.39 REMEMBERFOLDERS system variable 482
21.39.1 Remember folders 482
21.40 RENDERCOMPOSITIONMATERIAL system variable 483
21.40.1 Render Composition Material 483
21.41 RENDERLOWQUALITYFLAGS system variable 483
21.41.1 Render low quality flags 483
21.42 RENDERLOWQUALITYTHRESHOLD system variable 484
21.42.1 Render low quality threshold 484
21.43 RENDERMATERIALDOWNLOAD system variable 484
21.43.1 Download missing resources for render materials 484

Contents

21.44 RENDERMATERIALSPATH system variable 485
21.44.1 Render materials directory path 485
21.45 RENDERUSINGHARDWARE system variable 485
21.45.1 Render using hardware 485
21.46 REPORTPANELMODE system variable 485
21.46.1 Report panel mode 485
21.47 REPORTPDFSHXTEXT system variable 486
21.47.1 PDFSHXTEXT Report 486
21.48 RESTORECONNECTIONS system variable 486
21.48.1 Restore Connections 486
21.49 RESTORELOSTFOCUS system variable 487
21.49.1 Restore lost focus (Linux) 487
21.50 RETAINEDGRAPHICS system variable 487
21.50.1 Retained Graphics 487
21.51 REVCLOUDARCSTYLE system variable 487
21.51.1 Revision cloud default arc style 487
21.52 REVCLOUDCREATEMODE system variable 488
21.52.1 Revision cloud creation mode 488
21.53 REVCLOUDGRIPS system variable 489
21.53.1 Revision cloud grips 489
21.54 REVCLOUDLAYER system variable 489
21.54.1 Default layer for new revision clouds 489
21.55 REVCLOUDMAXARCLENGTH system variable 489
21.55.1 Revision cloud default maximum arc length 489
21.56 REVCLOUDMINARCLENGTH system variable 490
21.56.1 Revision cloud default minimum arc length 490
21.57 REVCLOUDPROPMAXVERTICES system variable 490
21.57.1 Revision cloud property maximum vertices 490
21.58 RHINOVERSION system variable 490
21.58.1 Rhino Export version 490
21.59 RIBBONDOCKEDHEIGHT system variable 491
21.59.1 Ribbon docked height 491
21.60 RIBBONGRAYOUT system variable 491
21.60.1 Ribbon Grayout Mechanism On/Off 491
21.61 RIBBONPANELMARGIN system variable 492
21.61.1 Panel margin 492
21.62 RIBBONSETTINGSENABLED system variable 492
21.62.1 Ribbon interface settings control on/off 492
21.63 RIBBONSTATE system variable 492
21.63.1 Ribbon state (Read Only) 492
21.64 ROAMABLEROOTPREFIX system variable 493
21.64.1 Roamable root prefix (Read Only) 493
21.65 ROLLOVEROPACITY system variable 493
21.65.1 Rollover opacity 493
21.66 ROLLOVERPARAMS system variable 493
21.66.1 Rollover parameters 493
21.67 ROLLOVERSELECTIONSET system variable 494
21.67.1 Rollover selection set 494

Contents

21.68 ROLLOVERTIPS system variable 494
21.68.1 Rollover tips 494
21.69 RTDISPLAY system variable 495
21.69.1 Realtime display 495
21.70 RTISOLATESELECTION system variable 495
21.70.1 Realtime selection isolation 495
21.71 RTROTATIONSPEEDFACTOR system variable 495
21.71.1 Realtime Rotation Speed Factor 495
21.72 RUBBERBANDCOLOR system variable 496
21.72.1 Rubber band color 496
21.73 RUBBERBANDSTYLE system variable 496
21.73.1 Rubber band dashed style 496
21.74 RUBBERSHEET (for OS X) system variable 496
21.74.1 Rubbersheet Touchpad 496
21.75 RUBBERSHEETSENSIBILITY (FOR OS X) system variable 497
21.75.1 Rubbersheet gesture activation sensibility 497
21.76 RULERDISPLAY system variable 497
21.76.1 Ruler display 497
21.77 RULERTEXTCOLOR system variable 498
21.77.1 Ruler Text Color 498
21.78 RUNASLEVEL system variable 498
21.78.1 Run as license level 498
21.79 RVTRFALEVELOFDETAIL system variable 499
21.79.1 Level of detail 499
21.80 RVTVALIDATEBREP system variable 499
21.80.1 Validate BREP geometry 499
22. S 500
22.1 SAFEMODE system variable 500
22.1.1 Safe mode (Read Only) 500
22.2 SAVECHANGETOLAYOUT system variable 500
22.2.1 Layout changes 500
22.3 SAVEFIDELITY system variable 500
22.3.1 Save fidelity 500
22.4 SAVEFILE system variable 501
22.4.1 Save file name (Read Only) 501
22.5 SAVEFILEPATH system variable 501
22.5.1 Save file path 501
22.6 SAVEFORMAT system variable 501
22.6.1 Save format 501
22.7 SAVELAYERSNAPSHOT system variable 502
22.7.1 Save Layer Snapshot with view 502
22.8 SAVENAME system variable 503
22.8.1 Saved drawing name (Read Only) 503
22.9 SAVEONDOCSWITCH system variable 503
22.9.1 Save on document switch 503
22.10 SAVEROUNDTRIP system variable 503
22.10.1 Save roundtrip 503
22.11 SAVETIME system variable 503

Contents

22.11.1 Save time interval 503
22.12 SCREENBOXES system variable 504
22.12.1 Screen menu boxes (Read Only) 504
22.13 SCREENMODE system variable 504
22.13.1 Screen mode (Read Only) 504
22.14 SCREENSIZE system variable 505
22.14.1 Screen size (Read Only) 505
22.15 SCRLHIST system variable 505
22.15.1 Scroll history 505
22.16 SDI system variable 505
22.16.1 Single-document interface (Windows) 505
22.17 SECTIONOFFSETSTEP system variable 506
22.17.1 Section plane offset step 506
22.18 SECTIONPLANEVISIBILITY system variable 506
22.18.1 Section plane visibility 506
22.19 SECTIONRESULTINTERVAL system variable 507
22.19.1 Section result interval 507
22.20 SECTIONSCALE system variable 507
22.20.1 Section scale 507
22.21 SECTIONSETTINGSSEARCHPATH system variable 507
22.21.1 Section settings search path 507
22.22 SECTIONSHEETSETTEMPLATEIMPERIAL system variable 508
22.22.1 Section sheet set template imperial 508
22.23 SECTIONSHEETSETTEMPLATEMETRIC system variable 508
22.23.1 Section sheet set template metric 508
22.24 SECURELOAD system variable 508
22.24.1 Executable file security policy (Read Only) 508
22.25 SELECTIONANNODISPLAY system variable 509
22.25.1 Show all annotation scales on selection 509
22.26 SELECTIONAREA system variable 509
22.26.1 Selection area 509
22.27 SELECTIONAREAOPACITY system variable 510
22.27.1 Selection area opacity 510
22.28 SELECTIONCYCLING system variable 510
22.28.1 Selection cycling 510
22.29 SELECTIONMODES system variable 511
22.29.1 Selection modes 511
22.30 SELECTIONPREVIEW system variable 511
22.30.1 Selection preview display 511
22.31 SELECTSIMILARMODE system variable 512
22.31.1 Match options for SELECTSIMILAR 512
22.32 SETBYLAYERMODE system variable 512
22.32.1 Set by layer mode 512
22.33 SHADEDGE system variable 513
22.33.1 Shading edges 513
22.34 SHADEDIF system variable 513
22.34.1 Shading diffusion 513
22.35 SHEETNUMBERLEADINGZEROES system variable 514

Contents

22.35.1 Sheet number leading zeroes 514
22.36 SHEETSETAUTOBACKUP system variable 514
22.36.1 Sheet set automatic backup 514
22.37 SHEETSETTEMPLATEPATH system variable 515
22.37.1 Sheet Set template path 515
22.38 SHORTCUTMENU system variable 515
22.38.1 Shortcut menus 515
22.39 SHORTCUTMENUDURATION system variable 516
22.39.1 Shortcut menu duration 516
22.40 SHOWDOCTABS system variable 516
22.40.1 Document tabs 516
22.41 SHOWFULLPATHINTITLE system variable 516
22.41.1 Full path in title bar 516
22.42 SHOWIDSPROPERTIESONLY system variable 517
22.42.1 Show IDS Properties Only 517
22.43 SHOWLAYERUSAGE system variable 517
22.43.1 Layer Usage 517
22.44 SHOWSCROLLBUTTONS system variable 518
22.44.1 Scroll buttons (Mac & Linux) 518
22.45 SHOWTABCLOSEBUTTON system variable 518
22.45.1 Close button on tabs (Mac & Linux) 518
22.46 SHOWTABCLOSEBUTTONACTIVE system variable 518
22.46.1 Close button on active tab (Mac & Linux) 518
22.47 SHOWTABCLOSEBUTTONALL system variable 519
22.47.1 Close button on all tabs (Mac & Linux) 519
22.48 SHOWWINDOWLISTBUTTON system variable 519
22.48.1 Window list button (Mac & Linux) 519
22.49 SHPNAME system variable 519
22.49.1 Shape name 519
22.50 SIGWARN system variable 520
22.50.1 Signature warning 520
22.51 SINGLETONMODE system variable 520
22.51.1 Singleton mode 520
22.52 SITELOCATIONVISIBILITY system variable 521
22.52.1 Site location marker visibility 521
22.53 SKETCHFEATURECOPYMODE system variable 521
22.53.1 Sketch feature copy mode 521
22.54 SKETCHINC system variable 521
22.54.1 Sketch increment 521
22.55 SKPOLY system variable 522
22.55.1 Sketch poly 522
22.56 SKYSTATUS system variable 522
22.56.1 Sky status 522
22.57 SLICETHICKNESSSTEP system variable 523
22.57.1 Section plane slice thickness step 523
22.58 SMASSEMBLYEXPORTMODE system variable 523
22.58.1 SmAssemblyExport mode 523
22.59 SMASSEMBLYEXPORTREPORTPATHTYPE system variable 523

Contents

22.59.1 Report file path type 523
22.60 SMASSEMBLYEXPORTSOLIDTYPESINREPORTS system variable 524
22.60.1 Solid types in reports 524
22.61 SMATTRIBUTESLAYERCOLOR system variable 524
22.61.1 Color of the attributes layer 524
22.62 SMATTRIBUTESLAYERTEXTHEIGHT system variable 525
22.62.1 Height of the text 525
22.63 SMATTRIBUTESLAYERTEXTHEIGHTTYPE system variable 525
22.63.1 Type of the text height 525
22.64 SMBENDANNOTATIONSLAYERCOLOR system variable 526
22.64.1 Color of the bend annotations text layer 526
22.65 SMBENDANNOTATIONSLAYERTEXTHEIGHT system variable 526
22.65.1 Height of the text 526
22.66 SMBENDANNOTATIONSLAYERTEXTHEIGHTTYPE system variable 526
22.66.1 Type of the text height 526
22.67 SMBENDLINESDOWNLAYERCOLOR system variable 527
22.67.1 Color of the bend down lines layer 527
22.68 SMBENDLINESDOWNLAYERLINETYPE system variable 527
22.68.1 Linetype of the bend down lines layer 527
22.69 SMBENDLINESDOWNLAYERLINEWEIGHT system variable 527
22.69.1 Lineweight of the bend down layer 527
22.70 SMBENDLINESUPLAYERCOLOR system variable 528
22.70.1 Color of the bend up lines layer 528
22.71 SMBENDLINESUPLAYERLINETYPE system variable 528
22.71.1 Linetype of the bend up lines layer 528
22.72 SMBENDLINESUPLAYERLINEWEIGHT system variable 528
22.72.1 Lineweight of the bend up layer 528
22.73 SMBEVELFEATURECOLOR system variable 529
22.73.1 Color of the bevel features layer 529
22.74 SMCOLORBEND system variable 529
22.74.1 Bend feature color 529
22.75 SMCOLORBENDRELIEF system variable 530
22.75.1 Bend relief feature color 530
22.76 SMCOLORBEVEL system variable 530
22.76.1 Bevel feature color 530
22.77 SMCOLORCORNERRELIEF system variable 530
22.77.1 Corner relief feature color 530
22.78 SMCOLORFLANGE system variable 530
22.78.1 Flange feature color 530
22.79 SMCOLORFLANGEREFERENCESIDE system variable 531
22.79.1 Flange feature reference side color 531
22.80 SMCOLORFORM system variable 531
22.80.1 Form feature color 531
22.81 SMCOLORHEM system variable 531
22.81.1 Hem feature color 531
22.82 SMCOLORJOG system variable 532
22.82.1 Jog feature color 532
22.83 SMCOLORJUNCTION system variable 532

Contents

22.83.1 Junction feature color 532
22.84 SMCOLORLOFTEDBEND system variable 532
22.84.1 Lofted bend feature color 532
22.85 SMCOLORMITER system variable 533
22.85.1 Miter feature color 533
22.86 SMCOLORROLLEDEDGE system variable 533
22.86.1 Rolled edge feature color 533
22.87 SMCOLORTAB system variable 533
22.87.1 Tab feature color 533
22.88 SMCOLORWRONGBEND system variable 533
22.88.1 Wrong bend feature color 533
22.89 SMCOLORWRONGFLANGE system variable 534
22.89.1 Wrong flange feature color 534
22.90 SMCONTOURSLAYERCOLOR system variable 534
22.90.1 Color of the contour layer 534
22.91 SMCONTOURSLAYERLINETYPE system variable 534
22.91.1 Linetype of the contour layer 534
22.92 SMCONTOURSLAYERLINEWEIGHT system variable 535
22.92.1 Lineweight of the contour layer 535
22.93 SMCONVERTBENDCOAXIALTOLERANCEFACTOR system variable 535
22.93.1 Tolerance factor on bend geometry 535
22.94 SMCONVERTMAXIMALBEVELANGLE system variable 536
22.94.1 Maximal angle of bevel 536
22.95 SMCONVERTMAXIMALEXTRUSIONDEPTHNEARBORDER system variable 536
22.95.1 Maximal depth of extrusions at a flanges border, unit is 1 flange thickness. 536
22.96 SMCONVERTMINIMALBEVELANGLE system variable 536
22.96.1 Minimal angle of bevel 536
22.97 SMCONVERTPREFERFORMFEATURES system variable 537
22.97.1 Prefer form features to flanges and bends 537
22.98 SMCONVERTPREFERHEMFEATURES system variable 537
22.98.1 Prefer hem features to flanges and bends 537
22.99 SMCONVERTPREFERJOGFEATURES system variable 538
22.99.1 Prefer jog features to flanges and bends 538
22.100 SMCONVERTPREFERZEROBENDFEATURES system variable 538
22.100.1 Prefer zero bend features to wrong bends 538
22.101 SMCONVERTRECOGNIZEBEVELS system variable 538
22.101.1 Recognize bevel features 538
22.102 SMCONVERTRECOGNIZEHOLES system variable 539
22.102.1 Recognize holes 539
22.103 SMCONVERTRECOGNIZERIBCONTROLCURVES system variable 539
22.103.1 Recognize bead control curves 539
22.104 SMCONVERTWRONGFEATURETHICKNESSDEVIATIONTYPE system variable 539
22.104.1 Type of deviation of wrong feature thickness 539
22.105 SMCONVERTWRONGFEATURETHICKNESSDEVIATIONVALUE system variable 540
22.105.1 Deviation value of wrong feature thickness 540
22.106 SMDEFAULTBENDLINEEXTENTTYPE system variable 540
22.106.1 Bend line extent type 540
22.107 SMDEFAULTBENDLINEEXTENTVALUE system variable 541

Contents

22.107.1 Bend line extent value 541
22.108 SMDEFAULTBENDRADIUSTYPE system variable 541
22.108.1 Bend radius type 541
22.109 SMDEFAULTBENDRADIUSVALUE system variable 542
22.109.1 Bend radius value 542
22.110 SMDEFAULTBENDRELIEFWIDTHTYPE system variable 542
22.110.1 Bend relief type 542
22.111 SMDEFAULTBENDRELIEFWIDTHVALUE system variable 542
22.111.1 Bend relief width value 542
22.112 SMDEFAULTBEVELFEATUREUNFOLDMODE system variable 543
22.112.1 Bevel unfolding mode 543
22.113 SMDEFAULTCORNERRELIEFDIAMETERVALUE system variable 543
22.113.1 Corner relief diameter value 543
22.114 SMDEFAULTFLANGESPLITEXTENSIONTYPE system variable 543
22.114.1 Miter extension type 543
22.115 SMDEFAULTFLANGESPLITEXTENSIONVALUE system variable 544
22.115.1 Miter extension value 544
22.116 SMDEFAULTFLANGESPLITGAPTYPE system variable 544
22.116.1 Miter gap type 544
22.117 SMDEFAULTFLANGESPLITGAPVALUE system variable 545
22.117.1 Miter gap value 545
22.118 SMDEFAULTFORMFEATUREUNFOLDMODE system variable 545
22.118.1 Form feature unfolding mode 545
22.119 SMDEFAULTGUSSETDEPTHTYPE system variable 545
22.119.1 Gusset depth type 545
22.120 SMDEFAULTGUSSETDEPTHVALUE system variable 546
22.120.1 Gusset height value 546
22.121 SMDEFAULTGUSSETFILLETRADIUSTYPE system variable 546
22.121.1 Gusset fillet radius type 546
22.122 SMDEFAULTGUSSETFILLETRADIUSVALUE system variable 547
22.122.1 Gusset fillet radius value 547
22.123 SMDEFAULTGUSSETTYPE system variable 547
22.123.1 Gusset type 547
22.124 SMDEFAULTGUSSETWIDTHTYPE system variable 547
22.124.1 Gusset width type 547
22.125 SMDEFAULTGUSSETWIDTHVALUE system variable 548
22.125.1 Gusset width value 548
22.126 SMDEFAULTHEMGAPTYPE system variable 548
22.126.1 Open Hem gap type 548
22.127 SMDEFAULTHEMGAPVALUE system variable 549
22.127.1 Open Hem gap value (in addition to the thickness) 549
22.128 SMDEFAULTHEMRELATIVEBENDDEDUCTION system variable 549
22.128.1 Hem relative bend deduction value 549
22.129 SMDEFAULTJOGANGLEVALUE system variable 549
22.129.1 Jog angle value 549
22.130 SMDEFAULTJOGHEIGHTTYPE system variable 550
22.130.1 Jog height type 550
22.131 SMDEFAULTJOGHEIGHTVALUE system variable 550

Contents

22.131.1 Jog height value 550
22.132 SMDEFAULTJOGRADIUSTYPE system variable 551
22.132.1 Jog radius type 551
22.133 SMDEFAULTJOGRADIUSVALUE system variable 551
22.133.1 Jog radius value 551
22.134 SMDEFAULTJUNCTIONALIGNMENTTORELIEF system variable 551
22.134.1 Junction alignment to relief 551
22.135 SMDEFAULTJUNCTIONGAPTYPE system variable 552
22.135.1 Junction gap type 552
22.136 SMDEFAULTJUNCTIONGAPVALUE system variable 552
22.136.1 Junction gap value 552
22.137 SMDEFAULTKFACTOR system variable 553
22.137.1 K-Factor value 553
22.138 SMDEFAULTLOFTEDBENDNUMBERSAMPLES system variable 553
22.138.1 Lofted bend subdivisions 553
22.139 SMDEFAULTRELIEFEXTENSIONTYPE system variable 553
22.139.1 Relief extension type 553
22.140 SMDEFAULTRELIEFEXTENSIONVALUE system variable 554
22.140.1 Relief extension value 554
22.141 SMDEFAULTRIBFILLETRADIUSTYPE system variable 554
22.141.1 Bead fillet radius type 554
22.142 SMDEFAULTRIBFILLETRADIUSVALUE system variable 554
22.142.1 Bead fillet radius value 554
22.143 SMDEFAULTRIBPROFILERADIUSTYPE system variable 555
22.143.1 Bead profile radius type 555
22.144 SMDEFAULTRIBPROFILERADIUSVALUE system variable 555
22.144.1 Bead profile radius value 555
22.145 SMDEFAULTRIBROUNDRADIUSTYPE system variable 555
22.145.1 Bead round radius type 555
22.146 SMDEFAULTRIBROUNDRADIUSVALUE system variable 556
22.146.1 Bead round radius value 556
22.147 SMDEFAULTSHARPBENDRADIUSLIMITRATIO system variable 556
22.147.1 Sharp bend radius limit ratio 556
22.148 SMDEFAULTTABCHAMFERDISTANCETYPE system variable 557
22.148.1 Tab chamfer distance type 557
22.149 SMDEFAULTTABCHAMFERDISTANCEVALUE system variable 557
22.149.1 Tab chamfer distance value 557
22.150 SMDEFAULTTABCLEARANCETYPE system variable 557
22.150.1 Tab clearance type 557
22.151 SMDEFAULTTABCLEARANCEVALUE system variable 558
22.151.1 Tab clearance value 558
22.152 SMDEFAULTTABDISTANCETYPE system variable 558
22.152.1 Tab distance type 558
22.153 SMDEFAULTTABDISTANCEVALUE system variable 558
22.153.1 Tab distance value 558
22.154 SMDEFAULTTABEDGETYPE system variable 559
22.154.1 Tab edge type 559
22.155 SMDEFAULTTABFILLETRADIUSTYPE system variable 559

Contents

22.155.1 Tab fillet radius type 559
22.156 SMDEFAULTTABFILLETRADIUSVALUE system variable 560
22.156.1 Tab fillet radius value 560
22.157 SMDEFAULTTABHEIGHTTYPE system variable 560
22.157.1 Tab height type 560
22.158 SMDEFAULTTABHEIGHTVALUE system variable 560
22.158.1 Tab height value 560
22.159 SMDEFAULTTABLENGTHTYPE system variable 561
22.159.1 Tab length type 561
22.160 SMDEFAULTTABLENGTHVALUE system variable 561
22.160.1 Tab length value 561
22.161 SMDEFAULTTABSLOTNUMBER system variable 561
22.161.1 Tab slot number 561
22.162 SMDEFAULTTHICKNESS system variable 562
22.162.1 Thickness value 562
22.163 SMEXPORTOSMAPPROXIMATIONACCURACY system variable 562
22.163.1 Accuracy of the approximation 562
22.164 SMEXPORTOSMMINIMALEDGELENGTH system variable 562
22.164.1 Minimal edge length 562
22.165 SMFORMFEATURESDOWNCOLOR system variable 563
22.165.1 Color of the form features down layer 563
22.166 SMFORMFEATURESDOWNLAYERLINETYPE system variable 563
22.166.1 Linetype of the form features down layer 563
22.167 SMFORMFEATURESDOWNLAYERLINEWEIGHT system variable 564
22.167.1 Lineweight of the form features down layer 564
22.168 SMFORMFEATURESUPCOLOR system variable 564
22.168.1 Color of the form features up layer 564
22.169 SMFORMFEATURESUPLAYERLINETYPE system variable 564
22.169.1 Linetype of the form features up layer 564
22.170 SMFORMFEATURESUPLAYERLINEWEIGHT system variable 565
22.170.1 Lineweight of the form features up layer 565
22.171 SMHEMCREATECLOSEDHEMGAP system variable 565
22.171.1 Closed Hem, Teardrop, and Round gap value 565
22.172 SMJUNCTIONCREATEHEALCOINCIDENT system variable 566
22.172.1 Heal coincident junction faces 566
22.173 SMOOTHLINEDISPLAY system variable 566
22.173.1 Line smoothing 566
22.174 SMOOTHMESHCONVERT system variable 566
22.174.1 Mesh conversion mode 566
22.175 SMOVERALLANNOTATIONSLAYERCOLOR system variable 567
22.175.1 Color of the overall dimensions annotations layer 567
22.176 SMOVERALLANNOTATIONSLAYERLINETYPE system variable 567
22.176.1 Linetype of the overall annotation layer 567
22.177 SMOVERALLANNOTATIONSLAYERLINEWEIGHT system variable 568
22.177.1 Lineweight of the overall annotation layer 568
22.178 SMPARAMETRIZEHOLESPARAMETRIZATION system variable 568
22.178.1 Hole parametrization 568
22.179 SMREPAIRLOFTEDBENDMERGE system variable 569

Contents

22.179.1 Merge lofted bends 569
22.180 SMREPAIRVOLUMEALLOWANCE system variable 569
22.180.1 Volume difference allowance 569
22.181 SMROLLEDEDGEANNOTATIONSLAYERCOLOR system variable 569
22.181.1 Color of the rolled edge annotations text layer 569
22.182 SMROLLEDEDGEANNOTATIONSLAYERTEXTHEIGHT system variable 570
22.182.1 Height of the text 570
22.183 SMROLLEDEDGEANNOTATIONSLAYERTEXTHEIGHTTYPE system variable 570
22.183.1 Type of the text height 570
22.184 SMROLLEDEDGELINESDOWNLAYERCOLOR system variable 571
22.184.1 Color of the rolled edge down lines layer 571
22.185 SMROLLEDEDGELINESDOWNLAYERLINETYPE system variable 571
22.185.1 Linetype of the rolled edge down lines layer 571
22.186 SMROLLEDEDGELINESDOWNLAYERLINEWEIGHT system variable 571
22.186.1 Lineweight of the rolled edge down layer 571
22.187 SMROLLEDEDGELINESUPLAYERCOLOR system variable 572
22.187.1 Color of the rolled edge up lines layer 572
22.188 SMROLLEDEDGELINESUPLAYERLINETYPE system variable 572
22.188.1 Linetype of the rolled edge up lines layer 572
22.189 SMROLLEDEDGELINESUPLAYERLINEWEIGHT system variable 572
22.189.1 Lineweight of the rolled edge up layer 572
22.190 SMSMARTFEATURES system variable 573
22.190.1 Automatic update features after sheet metal commands 573
22.191 SMSPLITAMBIGUOUSINPUT system variable 573
22.191.1 Ambiguous input behavior 573
22.192 SMSPLITCONVERTBENDTOJUNCTION system variable 574
22.192.1 Convert bend to junction 574
22.193 SMSPLITHEALCOINCIDENT system variable 574
22.193.1 Heal coincident miter faces 574
22.194 SMSPLITORTHOGONALBENDSPLIT system variable 574
22.194.1 Orthogonal bend split 574
22.195 SMTARGETCAM system variable 575
22.195.1 Target CAM 575
22.196 SMUNFOLDAPPEARANCE system variable 575
22.196.1 Unfold appearance 575
22.197 SNAPANG system variable 575
22.197.1 Snap angle 575
22.198 SNAPBASE system variable 575
22.198.1 Snap base 575
22.199 SNAPISOPAIR system variable 576
22.199.1 Snap isometric pair 576
22.200 SNAPMARKERCOLOR system variable 577
22.200.1 Snap marker color 577
22.201 SNAPMARKERSIZE system variable 577
22.201.1 Snap marker size 577
22.202 SNAPMARKERTHICKNESS system variable 577
22.202.1 Snap marker thickness 577
22.203 SNAPMODE system variable 578

Contents

22.203.1 Snap mode 578
22.204 SNAPSTYL system variable 578
22.204.1 Snap style 578
22.205 SNAPTYPE system variable 578
22.205.1 Snap type 578
22.206 SNAPUNIT system variable 579
22.206.1 Snap unit 579
22.207 SOLIDCHECK system variable 579
22.207.1 Solid check 579
22.208 SORTENTS system variable 579
22.208.1 Sort entities 579
22.209 SPAADJUSTMODE system variable 580
22.209.1 Adjust mode 580
22.210 SPACHECKLEVEL system variable 580
22.210.1 Check level 580
22.211 SPAGRIDASPECTRATIO system variable 581
22.211.1 Grid aspect ratio 581
22.212 SPAGRIDMODE system variable 582
22.212.1 Grid mode 582
22.213 SPAMAXFACETEDGELENGTH system variable 582
22.213.1 Maximum facet edge length 582
22.214 SPAMAXNUMGRIDLINES system variable 583
22.214.1 Maximum number of grid lines 583
22.215 SPAMINUGRIDLINES system variable 583
22.215.1 Minimum number of U grid lines 583
22.216 SPAMINVGRIDLINES system variable 583
22.216.1 Minimum number of V grid lines 583
22.217 SPANORMALTOL system variable 584
22.217.1 Normal tolerance 584
22.218 SPASURFACETOL system variable 584
22.218.1 Surface tolerance 584
22.219 SPATRIANGMODE system variable 585
22.219.1 Triangulation mode 585
22.220 SPAUSEFACETRES system variable 585
22.220.1 Use FACETRES system variable 585
22.221 SPLFRAME system variable 586
22.221.1 Spline frame 586
22.222 SPLINESEGS system variable 586
22.222.1 Spline segments 586
22.223 SPLINETYPE system variable 587
22.223.1 Spline type 587
22.224 SRCHPATH system variable 587
22.224.1 Support file search path 587
22.225 SSFOUND system variable 587
22.225.1 Sheet Set found (Read Only) 587
22.226 SSLOCATE system variable 588
22.226.1 Sheet Set locate 588
22.227 SSMAUTOOPEN system variable 588

Contents

22.227.1 Sheet Set manager auto open 588
22.228 SSMPOLLTIME system variable 588
22.228.1 Sheet Set manager poll time 588
22.229 SSMSHEETSTATUS system variable 589
22.229.1 Sheet Set manager status 589
22.230 SSMSTATE system variable 589
22.230.1 Sheet Set manager state (Read Only) 589
22.231 STACKPANELTYPE system variable 590
22.231.1 Stack panel type 590
22.232 STAMPFONTSIZE system variable 590
22.232.1 Font Size 590
22.233 STAMPFONTSTYLE system variable 590
22.233.1 Font Style 590
22.234 STAMPFOOTER system variable 591
22.234.1 Footer 591
22.235 STAMPFOOTEROFFSETX system variable 591
22.235.1 Stamp footer X offset 591
22.236 STAMPFOOTEROFFSETY system variable 591
22.236.1 Stamp footer Y offset 591
22.237 STAMPHEADER system variable 592
22.237.1 Header 592
22.238 STAMPHEADEROFFSETX system variable 592
22.238.1 Stamp header X offset 592
22.239 STAMPHEADEROFFSETY system variable 592
22.239.1 Stamp header Y offset 592
22.240 STAMPUNITS system variable 592
22.240.1 Units 592
22.241 STANDARDSOPTIONS system variable 593
22.241.1 Standards validation options 593
22.242 STANDARDSVIOLATION system variable 593
22.242.1 Standards Violation Notification 593
22.243 STARTUP system variable 594
22.243.1 Startup 594
22.244 STATUSBAR system variable 594
22.244.1 Status bar 594
22.245 STEPSIZE system variable 595
22.245.1 Step size 595
22.246 STEPSPERSEC system variable 595
22.246.1 Steps per second 595
22.247 STLPOSITIVEQUADRANT system variable 595
22.247.1 STL export coordinates adjustment 595
22.248 STORYBAR system variable 596
22.248.1 Display Story Bar 596
22.249 STRUCTURETREECONFIG system variable 596
22.249.1 Structure Tree Configuration 596
22.250 SURFTAB1 system variable 596
22.250.1 Surface tabulation 1 596
22.251 SURFTAB2 system variable 597

Contents

22.251.1 Surface tabulation 2 597
22.252 SURFTYPE system variable 597
22.252.1 Surface-fitting type 597
22.253 SURFU system variable 597
22.253.1 Surface U 597
22.254 SURFV system variable 598
22.254.1 Surface V 598
22.255 SPLDEGREE system variable 598
22.255.1 Spline Degree 598
22.256 SPLKNOTS system variable 598
22.256.1 Spline Knot Parameterization 598
22.257 SPLMETHOD system variable 599
22.257.1 Spline Method 599
22.258 SVGBLENDEDGRADIENTS system variable 599
22.258.1 SVG Blended Gradients 599
22.259 SVGCOLORPOLICY system variable 600
22.259.1 SVG Color Policy 600
22.260 SVGDEFAULTIMAGEEXTENSION system variable 600
22.260.1 SVG Default Image Extension 600
22.261 SVGGENERICFONTFAMILY system variable 600
22.261.1 SVG Generic Font Family 600
22.262 SVGIMAGEBASE system variable 601
22.262.1 SVG Image base path 601
22.263 SVGIMAGEURL system variable 601
22.263.1 SVG Image Url 601
22.264 SVGLINEWEIGHTSCALE system variable 601
22.264.1 SVG Line Weight Scale 601
22.265 SVGOUTPUTHEIGHT system variable 602
22.265.1 SVG Output Height 602
22.266 SVGOUTPUTWIDTH system variable 602
22.266.1 SVG Output Width 602
22.267 SVGPRECISION system variable 602
22.267.1 SVG Floating Point Precision 602
22.268 SVGSCALEFACTOR system variable 603
22.268.1 SVG Scale Factor 603
22.269 SYSCODEPAGE system variable 603
22.269.1 System code page (Read Only) 603
23. T 604
23.1 TABCONTROLHEIGHT system variable 604
23.1.1 Tab control height in pixels (Mac & Linux) 604
23.2 TABLELAYER system variable 604
23.2.1 Default layer for new tables 604
23.3 TABMODE system variable 604
23.3.1 Tablet mode 604
23.4 TABSFIXEDWIDTH system variable 605
23.4.1 Tabs fixed width (Mac & Linux) 605
23.5 TANGENTLENGTHTYPE system variable 605
23.5.1 Tangent Length Type 605

Contents

23.6 TANGENTLENGTHVALUE system variable 605
23.6.1 Tangent Length Value 605
23.7 TARGET system variable 606
23.7.1 Target (Read Only) 606
23.8 TDCREATE system variable 606
23.8.1 Time/Date create (Read only) 606
23.9 TDINDWG system variable 606
23.9.1 Time/Date in drawing (Read Only) 606
23.10 TDUCREATE system variable 606
23.10.1 Time/Date universal create (Read Only) 606
23.11 TDUPDATE system variable 607
23.11.1 Time/Date update (Read Only) 607
23.12 TDUSRTIMER system variable 607
23.12.1 Time/Date user timer (Read Only) 607
23.13 TDUUPDATE system variable 607
23.13.1 Time/Date universal update (Read Only) 607
23.14 TEETANGENTLENGTHTYPE system variable 607
23.14.1 Tee Length Type 607
23.15 TEETANGENTLENGTHVALUE system variable 608
23.15.1 Tee Length Value 608
23.16 TEMPLATEPATH system variable 608
23.16.1 Template path 608
23.17 TEMPPREFIX system variable 608
23.17.1 Temporary prefix 608
23.18 TEXTANGLE system variable 608
23.18.1 Text angle 608
23.19 TEXTED system variable 609
23.19.1 Text editor for single line text entities 609
23.20 TEXTEDITMODE system variable 609
23.20.1 Text edit mode 609
23.21 TEXTEVAL system variable 610
23.21.1 Text evaluation 610
23.22 TEXTFILL system variable 610
23.22.1 Text fill 610
23.23 TEXTQLTY system variable 611
23.23.1 Text quality (Mac & Linux) 611
23.24 TEXTLAYER system variable 611
23.24.1 Default layer for new text 611
23.25 TEXTSIZE system variable 611
23.25.1 Text size 611
23.26 TEXTSTYLE system variable 612
23.26.1 Text style 612
23.27 TEXTUREMAPPATH system variable 612
23.27.1 Texture map path 612
23.28 THICKNESS system variable 612
23.28.1 Thickness 612
23.29 THREADDISPLAY system variable 612
23.29.1 Thread representation 612

Contents

23.30 THUMBSIZE system variable 613
23.30.1 Thumbnail preview image size 613
23.31 TILEMODE system variable 613
23.31.1 Tile mode 613
23.32 TILEMODELIGHTSYNCH system variable 614
23.32.1 Tile mode light synch 614
23.33 TIMEZONE system variable 614
23.33.1 Timezone 614
23.34 TOOLBARMARGIN system variable 616
23.34.1 Toolbar margin 616
23.35 TOOLBUTTONSIZE system variable 616
23.35.1 Tool button size 616
23.36 TOOLICONPADDING system variable 617
23.36.1 Tool icon padding 617
23.37 TOOLPALETTEPATH system variable 617
23.37.1 Tool palettes path 617
23.38 TOOLTIPDELAY system variable 617
23.38.1 Tooltip delay 617
23.39 TOOLTIPS system variable 618
23.39.1 Tooltips 618
23.40 TPSTATE system variable 618
23.40.1 Tool Palettes Panel state (Read Only) 618
23.41 TRACEWID system variable 618
23.41.1 Trace width 618
23.42 TRACKPATH system variable 619
23.42.1 Track path 619
23.43 TRANSPARENCYDISPLAY system variable 619
23.43.1 Transparency display 619
23.44 TRAYICONS system variable 619
23.44.1 Tray icons 619
23.45 TRAYNOTIFY system variable 620
23.45.1 Tray notify 620
23.46 TRAYTIMEOUT system variable 620
23.46.1 Tray timeout 620
23.47 TREEDEPTH system variable 620
23.47.1 Tree depth 620
23.48 TREEMAX system variable 621
23.48.1 Tree maximum 621
23.49 TRIMEDGES system variable 621
23.49.1 TRIM and EXTEND to hatches 621
23.50 TRIMEXTENDMODE system variable 622
23.50.1 TRIM and EXTEND mode 622
23.51 TRIMMODE system variable 622
23.51.1 Trim mode 622
23.52 TRUSTEDPATHS system variable 623
23.52.1 Trusted executable file locations (Read Only) 623
23.53 TSPACEFAC system variable 623
23.53.1 Text space factor 623

Contents

23.54 TSPACETYPE system variable 623
23.54.1 Text space type 623
23.55 TSTACKALIGN system variable 624
23.55.1 Text stack align 624
23.56 TSTACKSIZE system variable 624
23.56.1 Text stack size 624
23.57 TTFASTEXT system variable 625
23.57.1 TrueType Text displaying mode 625
23.58 TUTORIALSONSTARTPAGE system variable 625
23.58.1 Tutorials on start page 625
24. U 626
24.1 UCSAXISANG system variable 626
24.1.1 UCS axis angle 626
24.2 UCSBASE system variable 626
24.2.1 UCS base 626
24.3 UCSDETECT system variable 626
24.3.1 UCS detect 626
24.4 UCSFOLLOW system variable 627
24.4.1 UCS follow 627
24.5 UCSICON system variable 627
24.5.1 UCS icon 627
24.6 UCSICONPOS system variable 628
24.6.1 UCS icon position 628
24.7 UCSNAME system variable 628
24.7.1 UCS name (Read Only) 628
24.8 UCSORG system variable 628
24.8.1 UCS origin (Read Only) 628
24.9 UCSORTHO system variable 629
24.9.1 UCS orthographic 629
24.10 UCSVIEW system variable 629
24.10.1 UCS view 629
24.11 UCSVP system variable 629
24.11.1 UCS viewports 629
24.12 UCSXDIR system variable 630
24.12.1 UCS X direction (Read Only) 630
24.13 UCSYDIR system variable 630
24.13.1 UCS Y direction (Read Only) 630
24.14 UNDOCTL system variable 630
24.14.1 Undo control (Read Only) 630
24.15 UNDOMARKS system variable 631
24.15.1 Undo marks (Read Only) 631
24.16 UNITESURFACES system variable 631
24.16.1 Unite adjacent surfaces 631
24.17 UNITMODE system variable 631
24.17.1 Unit mode 631
24.18 USECOMMUNICATOR system variable 632
24.18.1 Use Communicator 632
24.19 USENEWLOOKFROM system variable 632

Contents

24.19.1 Use the new LookFrom 632
24.20 USENEWNOTIFICATIONS system variable 633
24.20.1 QML Notifications 633
24.21 USENEWSETTINGSDIALOG system variable 633
24.21.1 Use the new settings dialog 633
24.22 USENEWSTATUSBAR system variable 633
24.22.1 Status Bar Preview 633
24.23 USERI1 system variable 634
24.23.1 User integer 1 634
24.24 USERI2 system variable 634
24.24.1 User integer 2 634
24.25 USERI3 system variable 634
24.25.1 User integer 3 634
24.26 USERI4 system variable 635
24.26.1 User integer 4 635
24.27 USERI5 system variable 635
24.27.1 User integer 5 635
24.28 USERR1 system variable 635
24.28.1 User real 1 635
24.29 USERR2 system variable 635
24.29.1 User real 2 635
24.30 USERR3 system variable 636
24.30.1 User real 3 636
24.31 USERR4 system variable 636
24.31.1 User real 4 636
24.32 USERR5 system variable 636
24.32.1 User real 5 636
24.33 USERS1 system variable 637
24.33.1 User string 1 637
24.34 USERS2 system variable 637
24.34.1 User string 2 637
24.35 USERS3 system variable 637
24.35.1 User string 3 637
24.36 USERS4 system variable 637
24.36.1 User string 4 637
24.37 USERS5 system variable 637
24.37.1 User string 5 637
24.38 USESTANDARDOPENFILEDIALOG system variable 638
24.38.1 Use standard open file dialog (Windows) 638
25. V 639
25.1 VBAMACROS system variable 639
25.1.1 Enable macros 639
25.2 VENDORNAME system variable 639
25.2.1 Vendor name (obsolete) 639
25.3 VERBOSEBIMSECTIONUPDATE system variable 639
25.3.1 Additional diagnostics while section update 639
25.4 VERSIONCONTROLCONFIGPATH system variable 640
25.4.1 Version Control config path 640

Contents

25.5 VERSIONCONTROLDOWNLOADPATH system variable 640
25.5.1 Version Control download path 640
25.6 VERSIONCUSTOMIZABLEFILES system variable 640
25.6.1 Version customizable files (Read Only) 640
25.7 VIEWCTR system variable 640
25.7.1 View center (Read Only) 640
25.8 VIEWDIR system variable 641
25.8.1 View direction (Read Only) 641
25.9 VIEWMODE system variable 641
25.9.1 View mode (Read Only) 641
25.10 VIEWPORTLAYER system variable 641
25.10.1 Default layer for new viewports 641
25.11 VIEWSIZE system variable 642
25.11.1 View size (Read Only) 642
25.12 VIEWTWIST system variable 642
25.12.1 View twist (Read Only) 642
25.13 VIEWUPDATEAUTO system variable 642
25.13.1 Automatically update drawing views 642
25.14 VISRETAIN system variable 643
25.14.1 Visibility retain 643
25.15 VOLUMEPREC system variable 643
25.15.1 Volume precision 643
25.16 VOLUMEUNITS system variable 644
25.16.1 Volume units 644
25.17 VPMAXIMIZEDSTATE system variable 644
25.17.1 Viewport maximized (Read Only) 644
25.18 VPROTATEASSOC system variable 645
25.18.1 Rotate view 645
25.19 VSMAX system variable 645
25.19.1 Virtual screen maximum (Read Only) 645
25.20 VSMIN system variable 645
25.20.1 Virtual screen minimum (Read Only) 645
25.21 VTDURATION system variable 645
25.21.1 View transition duration 645
25.22 VTENABLE system variable 646
25.22.1 Enable view transitions 646
25.23 VTFPS system variable 646
25.23.1 View transition minimum FPS 646
26. W 648
26.1 WARNINGMESSAGES system variable 648
26.1.1 Warning messages 648
26.2 WHIPARC system variable 648
26.2.1 Whip arcs 648
26.3 WHIPTHREAD system variable 649
26.3.1 Whip thread 649
26.4 WINDOWAREACOLOR system variable 649
26.4.1 Window area color 649
26.5 WIPEOUTFRAME system variable 650

Contents

26.5.1 Wipeout frame 650
26.6 WMFBKGND system variable 650
26.6.1 Windows Meta File background 650
26.7 WMFFOREGND system variable 650
26.7.1 Windows Meta File foreground 650
26.8 WMFTTFASTEXT system variable 651
26.8.1 TrueType Text mode for Windows Meta File 651
26.9 WNDLMAIN system variable 651
26.9.1 Main window state 651
26.10 WNDLSCRL system variable 652
26.10.1 Window scrollbars (Windows) 652
26.11 WNDLTEXT system variable 652
26.11.1 Text window state 652
26.12 WNDPMAIN system variable 652
26.12.1 Main window top-left 652
26.13 WNDPTEXT system variable 653
26.13.1 Text window top left 653
26.14 WNDSMAIN system variable 653
26.14.1 Main window size 653
26.15 WNDSTEXT system variable 653
26.15.1 Text window size 653
26.16 WORLDUCS system variable 653
26.16.1 World UCS (Read Only) 653
26.17 WORLDVIEW system variable 654
26.17.1 World view 654
26.18 WRITESTAT system variable 654
26.18.1 Write status (Read Only) 654
26.19 WSAUTOSAVE system variable 655
26.19.1 Workspace autosave 655
26.20 WSCURRENT system variable 655
26.20.1 Current workspace 655
27. X 656
27.1 XCLIPFRAME system variable 656
27.1.1 Xref clipping frame 656
27.2 XDWGFADECTL system variable 656
27.2.1 XRef database fade control 656
27.3 XEDIT system variable 656
27.3.1 XRef editable 656
27.4 XFADECTL system variable 657
27.4.1 Reference editing fade control 657
27.5 XLOADCTL system variable 657
27.5.1 XRef load control 657
27.6 XLOADPATH system variable 658
27.6.1 XRef load path 658
27.7 XNOTIFYTIME system variable 658
27.7.1 Xnotify time 658
27.8 XREFCTL system variable 658
27.8.1 XRef control 658

Contents

27.9 XREFLAYER system variable 659
27.9.1 Default layer for new xrefs 659
27.10 XREFNOTIFY system variable 659
27.10.1 XRef notify 659
27.11 XREFOVERRIDE system variable 659
27.11.1 XRef override 659
27.12 XREFTYPE system variable 660
27.12.1 XRef type 660
28. Y 661
29. Z 662
29.1 ZOOMFACTOR system variable 662
29.1.1 Zoom factor 662
29.2 ZOOMWHEEL system variable 662
29.2.1 Mouse wheel zoom direction 662

1. _

1.1 _QUADTABFLAGS system variable

1.1.1 Quad tab flags

Temporary setting used while new Quad tab layout is 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 values:	1: Fixed width tabs 2: Center tab labels 4: Tab borders 8: Double tab height 16: Show 3D Solid mass properties

1.2 _VERNUM system variable

1.2.1 Version number (Read Only)

Shows the program version number.

Type:	String
Saved in:	Not saved

2. 2

2.1 2DCONSTRAINTFLAGS system variable

2.1.1 2D Constraint Flags

Controls behavior during solving 2D constraints.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 7
Default value:	6
Possible values:	0: Keeps directions of segments and arcs 1: Disables segments 2: Enable incremental constraint solving while dragging grips of 2D entities 4: Enable constraint solving while dragging grips of dynamic block references

3. 3

3.1 3DCOMPAREMODE system variable

3.1.1 Compare mode

Controls the visualization for the 3DCOMPARE command.

When the third option is used (to show both models in one viewport), the two other options become irrelevant and are not taken into account.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 7
Default value:	3
Possible values:	0: Do not show any differences between the first and second models. 1: Show differences in first model, on the left 2: Show differences in second model, on the right 4: Show both models with differences in one viewport

3.2 3DOSMODE system variable

3.2.1 3D entity snap mode

Controls the 3D entity snap types.

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 face 64: Nearest to face 128: Point cloud nearest point 32768: Intersection with face

3.3 3DSNAPMARKERCOLOR system variable

3.3.1 3d snap marker color

Controls the color of 3D snap markers. 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

Loads the on_start_default.lsp, on_start.lsp, on_doc_load.lsp and on_doc_load_default.lsp files, for every new drawing.

If off, only loads these files for the first drawing.

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 (Read only)

List of support paths, with path separators if necessary.

Type:	String
Saved in:	Not saved

4.3 ACADVER system variable

4.3.1 AutoCAD version (Read Only)

Shows the AutoCAD® compatible program version number.

Type:	String
Saved in:	Not saved

4.4 ACISHLRRESOLUTION system variable

4.4.1 Hidden line removal resolution

Controls the smallest distance used for Hidden Line Removal calculation.

Negative value is Auto-calibration based on the size of the model (recommended). For very small entities the value can be set to 0.001 or smaller.

BricsCAD only

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

4.5 ACISSAVEASMODE system variable

4.5.1 Acis save as mode

Controls the explode mode of ACIS entities (3DSolids, Bodies, Regions) when saved to R12.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	0
Possible values:	0: Save meshes 1: Save edges only

4.6 ACISOUTVER system variable

4.6.1 Acisout version

Controls the ACIS version of the SAT files for the ACISOUT command.

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

4.7 ADAPTIVEGRIDSTEPSIZE system variable

4.7.1 Adaptive grid step size

Controls the snap spacing for 'Adaptive Grid Snap' mode of SNAPTYPE system variable, in pixels. Also Controls the step size of the Manipulator ruler.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	4.0

4.8 AFLAGS system variable

4.8.1 Attribute options

Sets the default options for attribute creation.

Type:	Short
Saved in:	Not saved
Range:	0 to 63
Default value:	0
Possible values:	0: No mode selected 1: Invisible 2: Constant 4: Verify 8: Preset 16: Lock position 32: Multiline

4.9 ALIGNDIMENSIONONISOMETRIC system variable

4.9.1 Dimension alignment

Enables isometric dimensions. Dimensions are aligned to the geometry.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	1

Possible values:	Off (0): Disable isometric dimensions On (1): Enable isometric dimensions

4.10 ALLOWEDBENDANGLES system variable

4.10.1 Allowed bend angles

Sets allowed bend angles for MEP elements.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 31
Default value:	1
Possible values:	1: Any 2: 90 4: 60 8: 45 16: 30

4.11 ALLOWTABEXTERNALMOVE system variable

4.11.1 Move tabs externally (Mac & Linux)

Allows a tab to be moved to another tab control, in the documents tab.

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

4.12 ALLOWTABMOVE system variable

4.12.1 Move tabs (Mac & Linux)

Allows a tab to be dragged horizontally, in the documents tab.

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

4.13 ALLOWTABSPLIT system variable

4.13.1 Split tabs (Mac & Linux)

Allows drag to split the tab control, in the documents tab.

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

4.14 AMPOWERDIMCHAMREP system variable

4.14.1 Chamfer Representation

Controls the representation type used for chamfer dimensions.

BricsCAD only

Type:	Short
Saved in:	Not saved
Range:	1 to 12

Default value:	1
Possible options:	1: **Rep. 1** 3: **Rep. 3** 6: **Rep. 6** 7: **Rep. 7** 8: **Rep. 8** 9: **Rep. 9** 12: **Rep. 12**

4.15 AMPOWERDIMDISPLAY system variable

4.15.1 Mechanical 2D Editor

Controls the opening the **Edit Dimensioning** dialog box after placing a power dimension.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	1
Possible options:	0: On demand only 1: For the first dimension only 2: Always

4.16 AMSYMSCALE system variable

4.16.1 Mechanical2D annotation scaling

Controls the display of Mechanical2D symbols and text in Model Space.

Type:	Real
Saved in:	Drawing
Default value:	1.0

Note: The minimum value is 1.0E-100.

4.17 ANGBASE system variable

4.17.1 Angle base

Controls the start location of angle 0.

Type:	Real
Saved in:	Drawing
Default value:	0.0

4.18 ANGDIR system variable

4.18.1 Angle direction

Toggles the angle direction clockwise/Counterclockwise.

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

4.19 ANNOALLVISIBLE system variable

4.19.1 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 options:	0: Only annotative entities that support the current scale representation are displayed 1: All annotative entities are displayed

4.20 ANNOAUTOSCALE system variable

4.20.1 Annotation scaling

Synchronizes new annotative entities with the current annotation scale.

Type:	Short
Saved in:	Registry
Default value:	-4
Possible options:	0: Do not add to annotative entities. 1: Add to annotative entities that support it, except entities on locked, turned off, frozen or viewport-frozen layers. 2: Add to annotative entities that support it, except entities on turned off, frozen or viewport-frozen layers. 3: Add to annotative entities that support it, except entities on locked layers. 4: Add all annotative entities supporting it. -1: Do not add to annotative entities (toggled value 1). -2: Do not add to annotative entities (toggled value 2). -3: Do not add to annotative entities (toggled value 3). -4: Do not add to annotative entities (toggled value 4).

4.21 ANNOMONITOR system variable

4.21.1 Annotation monitor

Turns the annotation monitor on or off. When ON, a warning sign is displayed near the disassociated dimension.

Type:	Short
Saved in:	Drawing
Default value:	-2

Possible options:	-2: Annotation monitor is Off, any Model Documentation edit and update events automatically changes the value to 2. The status bar control toggles between 2 and -2. -1: Annotation monitor is Off. The status bar control toggles between 1 and -1. 0: Annotation monitor is Off. 1: Annotation monitor is On. The status bar control toggles between 1 and -1. 2: Annotation monitor is On. The status bar control toggles between 2 and -2.

4.22 ANNOTATIVEDWG system variable

4.22.1 Annotative drawing

Creates an annotative block when this drawing is inserted into another drawing.

Note: 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

4.23 ANTIALIASSCREEN system variable

4.23.1 Anti-alias amount for screen

Controls the smoothness of display output. When the value is greater than 1, the RedSdkLineSmoothing option is ignored.

For values greater than 1, an anti-aliased output is calculated. This calculation incurs a performance cost which increases with the value.

BricsCAD only

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

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

4.24 APBOX system variable

4.24.1 Entity snap aperture box

Displays the Entity Snap aperture box, at the cursor, during a pick action. Entity snaps are activated when the aperture box passes over an entity. See also the APERTURE system variable.

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

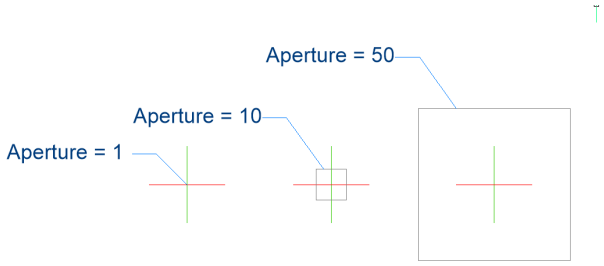
4.25 APERTURE system variable

4.25.1 Entity snap sensitivity

Controls the Aperture Box size, in pixels. Entity snaps are activated when the aperture box passes over an entity. To display the aperture box switch on the APBOX system variable.

Values between 1 and 50 are accepted.

Type:	Short
Saved in:	Registry
Range:	1 to 50
Default value:	10



4.26 APPAUTOLOAD system variable

4.26.1 Plugin loading

Controls automatic loading of plugin application bundles.

Type:	Short
Saved in:	Registry
Range:	0 to 15
Default value:	14
Possible values:	1: Display verbose status messages when loading plugins 2: Load plugins at application startup 4: Load plugins when drawings are opened 8: Monitor and load newly added plugins at runtime (not yet supported)

4.27 AREA system variable

4.27.1 Area (Read Only)

The last calculated area by the AREA, LIST or DBLIST commands.

Type:	Real
Saved in:	Not saved

4.28 AREAPREC system variable

4.28.1 Area precision

Controls the number of decimal places displayed for areas, if area properties are formatted with the PROPUNITS system variable.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	-1
Possible options:	-1: Use the LUPREC system variable 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

4.29 AREAUNITS system variable

4.29.1 Area units

Controls a list of units used to display areas, if area properties are formatted with the PROPUNITS system variable. If empty, all areas match the drawing.

Note: The string contains a space-separated list of unit abbreviations.

BricsCAD only

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

4.30 ARRAYASSOCIATIVITY system variable

4.30.1 Associative arrays

Creates new arrays as associative arrays.

Type:	Boolean
Saved in:	Registry

Default value:	On
Possible values:	Off (0): Not associative On (1): Associative

4.31 ARRAYCREATION system variable

4.31.1 Array Creation State (Read Only)

Indicates if an array is currently being created.

Type:	Boolean
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): Indicates that no array is currently being created. On (1): Indicates that an array is currently being created.

4.32 ARRAYEDITSTATE system variable

4.32.1 Array edit state (Read Only)

Displays if an associative array's source entity is currently being edited.

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

4.33 ARRAYTYPE system variable

4.33.1 Array type

Controls the default associative array type. See also the ARRAYASSOCIATIVITY system variable.

Type:	Short
Saved in:	Registry

Default value:	0
Possible options:	0: Rectangular array 1: Path array 2: Polar array

4.34 ATTDIA system variable

4.34.1 Attribute dialog

Shows a dialog box for attribute values for the INSERT command.

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

4.35 ATTFULLUPDATE system variable

4.35.1 Reset attributes after editing the block record

If on, the attributes in the associated block references are synchronized.

That is, their parameters, such as rotation angle, position, height of the font, etc. (except the text values), are set in accordance with those of the attribute definitions. Additionally, the missing attributes are restored, and those that have no definitions are removed.

If off, nothing is done.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Nothing is done. On (1): The attributes in the associated block references are synchronized.

4.36 ATTMODE system variable

4.36.1 Attribute display mode

Controls the display of attributes.

Note: If the ATTMODE variable is set to 2, all attributes display, including Hidden attributes.

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

4.37 ATTRACTIONDISTANCE system variable

4.37.1 Grips attraction distance

Sets the grip attraction distance. See also the ENABLEATTRACTION system variable.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	4

4.38 ATTREQ system variable

4.38.1 Insertion default settings

Controls attribute settings for a block inserted with the INSERT command.

If off, uses default values. If on, uses a prompt.

Type:	Boolean
Saved in:	Registry
Default value:	1

Possible values:	Off (0): Use default values On (1): Prompt user

4.39 AUDITCTL system variable

4.39.1 Audit control

Creates an audit report (ADT) file when the AUDIT command is used.

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

4.40 AUDITERRORCOUNT system variable

4.40.1 Audit Error Count (Read Only)

The number of errors found in the last audit (AUDIT command).

Type:	Short
Saved in:	Not saved

4.41 AUNITS system variable

4.41.1 Angular unit type

Controls the unit type for angles.

Type:	Short
Saved in:	Drawing
Default value:	0

Possible options:	0: Decimal degrees 1: Degrees/minutes/seconds 2: Gradians 3: Radians 4: Surveyor's units

4.42 AUPREC system variable

4.42.1 Angular unit precision

Controls the number of decimal places for angular units.

Type:	Short
Saved in:	Drawing
Default value:	0
Possible options:	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

4.43 AUTOCOMPLETEDELAY system variable

4.43.1 Auto complete delay

Controls the delay before features display at the Command line. See also the AUTOCOMPLETEMODE system variable.

Values between 0.0 and 10.0 are accepted.

Type:	Real
Saved in:	Registry
Default value:	0.3

4.44 AUTOCOMPLETEMODE system variable

4.44.1 Auto complete mode

Controls the types features shown at the Command line.

Type:	Short
Saved in:	Registry
Range:	0 to 127
Default value:	47
Possible values:	1: Enable 2: Auto-Append 4: Suggestion List 8: Display Icons (unsupported) 16: Exclude the display of System Variables 32: Display preference variables 64: Enable Auto-Correction

Note:

- Bit flag 1 must be turned on for any of the other flags to function.
- Bit flag 4 toggles the display of the suggestion list in the Command line. For the 16, 32 or 64 bit flags to function in the Command line suggestion list, bit flag 4 must be turned on.
- If DYNPROMPT is On, bit flags 16, 32 or 64 also affect the display in the dynamic input tooltip.

4.45 AUTOMATICCONNECTION system variable

4.45.1 Automatic connection

Controls automatic creation of connections for the BIMLINEARSOLID and BIMAPPLYPROFILE commands.

BricsCAD only

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

4.46 AUTOMATICSTAIRSECTIONBEHAVIOR system variable

4.46.1 Automatic stair section behavior

Controls the generation of 2D representations of BIM stair entities during a section generation.

Affects only the automatic stair sectioning behavior. See the BIMGENERATE2DSTAIR command.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	0
Possible values:	0: Symbolic 1: Geometric

If set to **Symbolic**, a symbolic representation of entities classified as **Stairs** will be generated during section generation. This will affect only the automatic stair sectioning behavior. To customize, launch the BIMGENERATE2DSTAIR command before sectioning.

4.47 AUTOMATICTEES system variable

4.47.1 Automatic tees

Controls the automatic creation of T type connections during the BIMFLOWCONNECT command.

BricsCAD only

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

4.48 AUTORESETSCALES system variable

4.48.1 Purge unused scales

Controls how unused annotation scales are managed, when a drawing containing a large number of scales is loaded. A large number of annotation scales decreases performance.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	0
Possible options:	0: Show a dialog box before purging unused annotation scales 1: Automatically purge unneeded scales 2: Don't purge scales and don't show dialog box when drawing contains a large number of scales

4.49 AUTOSAVECHECKSONLYFIRSTBITDBMOD system variable

4.49.1 Ignore all but first bit of DBMOD for autosave

Does not create autosave files for drawings, when they have been viewed but not edited (includes zoom and pan actions).

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

4.50 AUTOSNAP system variable

4.50.1 AutoSnap

Toggles polar and entity snap tracking and controls the display of a snap marker, tooltips and magnet.

Type:	Short
Saved in:	Registry
Range:	0 to 127
Default value:	127

Possible values:	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

4.51 AUTOTRACKINGVECCOLOR system variable

4.51.1 Auto tracking vector color

Controls the color of polar/snap tracking markers.

Type:	Short
Saved in:	Preference
Range:	1 to 255
Default value:	171

4.52 AUTOVPFITTING system variable

4.52.1 Automatically resize viewports

Controls if viewport borders automatically adjust to fit, when a viewport is updated.

BricsCAD only

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

5. B

5.1 BACKGROUNDPLOT system variable

5.1.1 Background plotting

Controls if background plotting is enabled for plot and/or publish actions.

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

5.2 BACKZ system variable

5.2.1 Back clipping plane offset

The value of the **CLipping** option of the DVIEW command.

Type:	Real
Saved in:	Drawing
Default value:	0.0

5.3 BACTIONBARMODE system variable

5.3.1 Display Action Bars

Indicates whether the action bars or the legacy action objects are displayed in the **Block Editor**.

Type:	Boolean
Saved in:	Registry
Default value:	On

Possible values:	Off (0): Action bars are not displayed in the block editor. On (1): Action bars are displayed in the block editor.

5.4 BACTIONCOLOR system variable

5.4.1 Action Text Color

Controls the text color of actions in the **Block Editor**.

Type:	String
Saved in:	Registry
Default value:	White

5.5 BASEFILE system variable

5.5.1 Template

The file path and default template file name for new drawings. If empty, uses built-in defaults.

BricsCAD only

Type:	String
Saved in:	Registry

5.6 BATCHEDBLOCKS system variable

5.6.1 Batched Blocks

Batched blocks will batch geometry in blocks for visualization if possible.

This is a background detail and should only have effect on performance.

Reopening the current drawing might be required for the batching to take effect.

BricsCAD only

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

Default value:	1
Possible values:	0: Disable batched blocks 1: Enable batched blocks

Note: When the BATCHEDBLOCKS system variable is On, performance improves.

5.7 BCFSOURCEURL system variable

5.7.1 BCF source url

The address (URL) of the BCF source.

BricsCAD only

Type:	String
Saved in:	Registry

5.8 BDEPENDENCYHIGHLIGHT system variable

5.8.1 Highlight dependent objects

Highlights all objects that are dependent on a selected action or parameter in the **Block Editor**.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Dependent objects are not highlighted when an action or parameter is selected. On (1): Dependent objects are highlighted when an action or parameter is selected.

5.9 BEDITASSOCMODE system variable

5.9.1 Associative identifiers in BEDIT

Controls if additional service data is generated during the BEDIT command.

This enables the automatic re-association of constraints and dimensions attached to the references of the block, including references in other documents.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	1
Possible values:	0: Do not initialize identifiers in BEDIT 1: Initialize identifiers in BEDIT

5.10 BEDITMODE system variable

5.10.1 Block editor mode (Read Only)

The **Block Editor** can be opened to edit standard static and dynamic blocks or blocks with parametric data (specific to BricsCAD).

BricsCAD only

Important: Editing of dynamic blocks is not possible on United States territory. In the event that you purchase BricsCAD in the U.S. or for use in the U.S., this feature is neither available nor licensed to you. Please see EULA for more information.

Type:	Short
Saved in:	Not saved
Possible options:	0: BEDIT not open 1: General (BricsCAD parametric data is not allowed) 2: Allow BricsCAD parametric data 3: No restrictions

5.11 BGRIPOBJCOLOR system variable

5.11.1 Grip Color

Controls the color of grips in the **Block Editor**.

Type:	String
Saved in:	Registry
Default value:	141

5.12 BGRIPOBJSIZE system variable

5.12.1 Grip Size

Controls the display size of custom grips in the **Block Editor** relative to the screen display.

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	10

5.13 BILLOFMATERIALSSETTINGS system variable

5.13.1 Bill of materials defaults

Sets the default options for BOMs (Bill Of Materials).

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	10
Possible values:	1: Add thumbnails to new bill of materials 2: Automatically update thumbnails 4: Display warning messages 8: Allow multiple inserts of the same table

5.14 BIMDEFAULTPROPERTIESPATH system variable

5.14.1 Default properties path

The file paths for properties, loaded when a new document is opened.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	bimproj_user.xml;bimproj_IFC.xml;bimproj_quantity.xml

5.15 BIMMATCHPROP system variable

5.15.1 Match BIM Properties

Matches BIM properties during the MATCHPROP command.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	1
Possible values:	0: Match standard properties 1: Match standard and BIM properties

5.16 BIMOSMODE system variable

5.16.1 BIM snap mode

Overrules the OSMODE and 3DOSMODE system variables for BIM entities.

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

5.17 BIMPROFILESTANDARDS system variable

5.17.1 Profile's standards

Controls the profiles standards used in the **Profiles** dialog box and panel.

Separate entries with semicolons (;).

BricsCAD only

Type:	String
Saved in:	Registry

5.18 BINDTYPE system variable

5.18.1 Xref bind type

Controls how XRefs names are handled when XRefs are bound or edited in place.

If on, uses insert-like behavior. If off, uses traditional bind behavior.

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

- If the BINDTYPE system variable = 1 (Insert-like behavior): Xrefs will be converted into blocks.
- If BINDTYPE system variable = 0 (Traditional binding behavior): it binds the xref and makes the xref part of the drawing (the objects/layers from the external drawing will be added to the current drawing with the prefix equal to the file name).

5.19 BKGCOLOR system variable

5.19.1 Background color

Controls the background color of the drawing window in model space.

BricsCAD only

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

5.20 BKGCOLORDBEDIT system variable

5.20.1 Background color in the Dynamic Block Editor

Controls the background color of the drawing window in the **Dynamic Block Editor**.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	RGB:163,163,163

5.21 BKGCOLORPBEDIT system variable

5.21.1 Background color in the Parametric Block Editor

Controls the background color of the drawing window in the **Parametric Block Editor**.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	RGB:163,163,163

5.22 BKGCOLORPS system variable

5.22.1 Paper space background color

Controls the background color of the drawing window in paper space.

BricsCAD only

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

5.23 BKGCOLORPSBKG system variable

5.23.1 Paper background color

Controls the background color for paper in paper space.

BricsCAD only

Type:	String

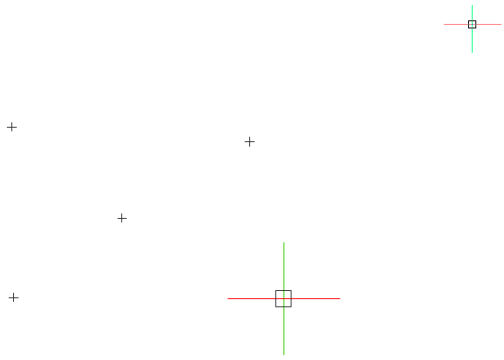
Saved in:	Registry
Default value:	RGB:173,174,173

5.24 BLIPMODE system variable

5.24.1 Blip mode

Determines whether or not marker blips are displayed.

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



5.25 BLOCKEDITLOCK system variable

5.25.1 Block editor lock

Disables the **Block Editor** (BEdit mode). Blocks cannot be edited.

Type:	Boolean
Saved in:	Registry
Default value:	Off

5.26 BLOCKEDITOR system variable

5.26.1 Block editor (Read Only)

Shows if the **Block Editor** (BEdit mode) is open or not.

Type:	Boolean
Saved in:	Not saved
Possible values:	(0): The **Block Editor** is not open. (1): The **Block Editor** is open.

5.27 BLOCKIFYMODE system variable

5.27.1 Blockify settings

Controls the behavior of the BLOCKIFY command.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 871
Default value:	71
Possible values:	1: Use entire drawing as search space 2: Use default block insertion point 4: Use default block name 32: Compare geometry only 64: Convert unique solids 256: Use parameters and constraints 512: Prevent loss of parametrics

5.28 BLOCKIFYSCANNER system variable

5.28.1 Blockify scanner

Enables or disables the display of blockify suggestions in the block dialog. When enabled, the dialog will show suggestions for similar blocks.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don't run background blockify On (1): Run background blockify

5.29 BLOCKIFYTOLERANCE system variable

5.29.1 Blockify tolerance

Controls the relative tolerance used in the BLOCKIFY command to determine if two entities are equal.

A negative value means the program will determine the optimal tolerance (recommended).

BricsCAD only

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

5.30 BLOCKLEVELOFDETAIL system variable

5.30.1 Block Level of detail

Controls the block level of detail (LOD).

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	1
Possible options:	0: Low 1: High

Note: The low level of detail representation is a bounding box.

5.31 BLOCKSPATH system variable

5.31.1 Blocks path

Specifies the file path used for the fifth folder on the left side of the **Select Drawing File** dialog box, opened with the INSERT command when the **Browse** option is selected.

BricsCAD only

Type:	String Standard
Saved in:	Preference

5.32 BLOCKTESTWINDOW system variable

5.32.1 Block test window (Read Only)

This system variable is set to 1 if the test block window is current.

Type:	Boolean
Saved in:	Not saved
Range:	0 to 1
Default value:	0
Possible values:	0: The test block window is not current 1: The test block window is current

5.33 BMAUTOUPDATE system variable

5.33.1 Update external components

Controls 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 when the file is opened

5.34 BMEXTERNALIZEILLEGALSYMBOLS system variable

5.34.1 Illegal symbols treatment

Defines treatment of symbols that are not allowed in file names.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	3
Possible options:	1: Remove 2: Replace with underscore (_) 3: Replace with escape sequences

5.35 BMFORMTEMPLATEPATH system variable

5.35.1 BMFORM template path

The file path and name of the default BMFORM command Template file.

BricsCAD only

Type:	String
Saved in:	Preference

5.36 BMTOOLPATH system variable

5.36.1 Assembly Inspect tool search paths

The file paths used for searching tool files in Assembly Inspect.

Separate file paths with semicolons (;). If left empty, it defaults to the installed Design library Tools folder.

BricsCAD only

Type:	String Standard
Saved in:	Registry
Default value:	C:\Program Files\Bricsys\BricsCAD *V27* en_US\UserDataCache\Support \en_US\DesignLibrary\Tools\

5.37 BMUPDATEMODE system variable

5.37.1 Assembly components update mode

Controls if external assembly components are reloaded if they are modified, or unconditionally.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	0
Possible values:	0: Update only modified components (faster) 1: Update all components (slower, but repairs assembly structure)

5.38 BOLTINGASMDEFAULTLENGTHINCREMENT system variable

5.38.1 Default length increment

Controls the default length increment for the default stud, see the BOLTINGASMDEFAULTSTUD system variable.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	25.4

Note:

- If INSUNITS=inches (1), the default value of BOLTINGASMDEFAULTLENGTHINCREMENT is 1.0.
- If INSUNITS=millimeters (4), the default value of BOLTINGASMDEFAULTLENGTHINCREMENT is 25.4.

5.39 BOLTINGASMDEFAULTNUT system variable

5.39.1 Default nut

Controls the default nut used to generate bolt assemblies.

BricsCAD only

Type:	String
Saved in:	Drawing

Default value:	ASME B18.2.2 Heavy Hex Nut

5.40 BOLTINGASMDEFAULTNUTSNUMBER system variable

5.40.1 Default nuts number

Controls the default nuts number used to generate bolt assemblies.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	2 to 4
Default value:	4
Possible options:	2: 2 3: 3 4: 4

5.41 BOLTINGASMDEFAULTSTUD system variable

5.41.1 Default stud

Controls the default stud used to generate bolt assemblies.

BricsCAD only

Type:	String
Saved in:	Drawing
Default value:	ASME B18.31.2 Continuous Thread Flange Bolting Stud

5.42 BOMFILTERSETTINGS system variable

5.42.1 Default BOM filter settings

Sets the default filter settings, defines which objects to include.

BricsCAD only

Type:	Short

Saved in:	Registry
Range:	0 to 127
Default value:	1
Possible values:	1: Include mechanical components, blocks and solids 2: Include non-mechanical local blocks and solids 4: Include non-mechanical external references 8: Include solid plies 16: Ignore BOM status 32: Treat external references as transparent 64: Treat leaf parts as transparent

Note: If the file does not contain any mechanical components and the mode does not require to include any non-mechanical entities, then it will be extended to include all non-mechanical entities.

5.43 BOMPROPERTYSET system variable

5.43.1 Default BOM property set

Sets the default set of properties for BOM tables.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 3
Default value:	1
Possible options:	1: Mechanical-only properties 2: All properties except coordinates 3: All properties

Note: If the BOM filter mode requires to include non-mechanical objects (BOMFILTERSETTINGS = 2 / 4 / 6)), then the property set will be automatically extended to include all properties except coordinates (BOMPROPERTYSET=2).

5.44 BOMTEMPLATE system variable

5.44.1 Default template

Controls the file path for the default BOM template.

BricsCAD only

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

5.45 BOMTHUMBNAILHEIGHT system variable

5.45.1 Default thumbnail height, px

Sets the default thumbnail height for BOM (Bill Of Material) tables, in pixels.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	200

5.46 BOMTHUMBNAILWIDTH system variable

5.46.1 Default thumbnail width, px

Sets the default thumbnail width for BOM tables, in pixels.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	200

5.47 BOUNDARYCOLOR system variable

5.47.1 Detected Boundary Color

Controls the color used to detect boundaries.

BricsCAD only

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

5.48 BPARAMETERCOLOR system variable

5.48.1 Parameter Color

Controls the color of parameters in the **Block Editor**.

Type:	String
Saved in:	Registry
Default value:	170

5.49 BPARAMETERFONT system variable

5.49.1 Font Name

Sets the font used for parameters and actions in the **Block Editor**.

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

5.50 BPARAMETERSIZE system variable

5.50.1 Parameter Size

Controls the size of parameter text and features in the **Block Editor** relative to the screen display.

Type:	Short
Saved in:	Registry

Range:	1 to 255
Default value:	14

5.51 BPTEXTHORIZONTAL system variable

5.51.1 Parameter Text Alignment

Forces the text displayed for action parameters and constraint parameters in the **Block Editor** to be horizontal.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Does not force the text for action parameters and constraint parameters in the **Block Editor** to display horizontally. On (1): Displays the text for action parameters and constraint parameters in the **Block Editor** horizontally.

5.52 BSYSLIBCOPYOVERWRITE system variable

5.52.1 Bsyslib copy overwrite

Controls how materials or compositions with a name that already exists in the target drawing are copied.

BricsCAD only

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

5.53 BTMARKDISPLAY system variable

5.53.1 Display Tickmarks for Parameters With Value Sets

Controls whether or not value set markers are displayed for dynamic block references.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Value set markers are not displayed. On (1): Value set markers are displayed.

5.54 BVMODE system variable

5.54.1 Block Visibility Mode

Controls how hidden entities are displayed in **Block Editor**.

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

Caches layouts - reduces the time needed to switch between layouts.

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

Displays a visual representation of a camera for all camera locations.

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

Controls the default height, in drawing units, for new cameras.

Type:	Real
Saved in:	Drawing
Default value:	0.0

6.4 CANNOSCALE system variable

6.4.1 Annotation scale name

Controls 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 (Read Only)

Displays the value of the current annotation scale.

Type:	Real
Saved in:	Drawing
Default value:	1.0

6.6 CDATE system variable

6.6.1 Calendar date (Read Only)

Shows the current date and time, in decimal format.

Type:	Real
Saved in:	Not saved

6.7 CECOLOR system variable

6.7.1 Entity color

Sets the color for new entities.

Type:	String
Saved in:	Drawing
Default value:	ByLayer

6.8 CELTSCALE system variable

6.8.1 Entity linetype scale

Sets the current entity linetype scale multiplier.

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

6.9 CELTYPE system variable

6.9.1 Entity linetype

Sets the linetype for new entities.

Type:	String
Saved in:	Drawing
Default value:	ByLayer

6.10 CELWEIGHT system variable

6.10.1 Entity lineweight

Sets the lineweight of new entities.

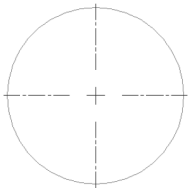
Type:	Short
Saved in:	Drawing
Range:	-3 to 211
Default value:	-1
Possible options:	-3: Lineweight Default (defined by LWDEFAULT) -2: Lineweight ByBlock -1: Lineweight ByLayer 0 - 211: Lineweight value in hundredths of millimeters

6.11 CENTERCROSSGAP system variable

6.11.1 Center mark cross gap

Controls the gap between the center mark and its centerlines.

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

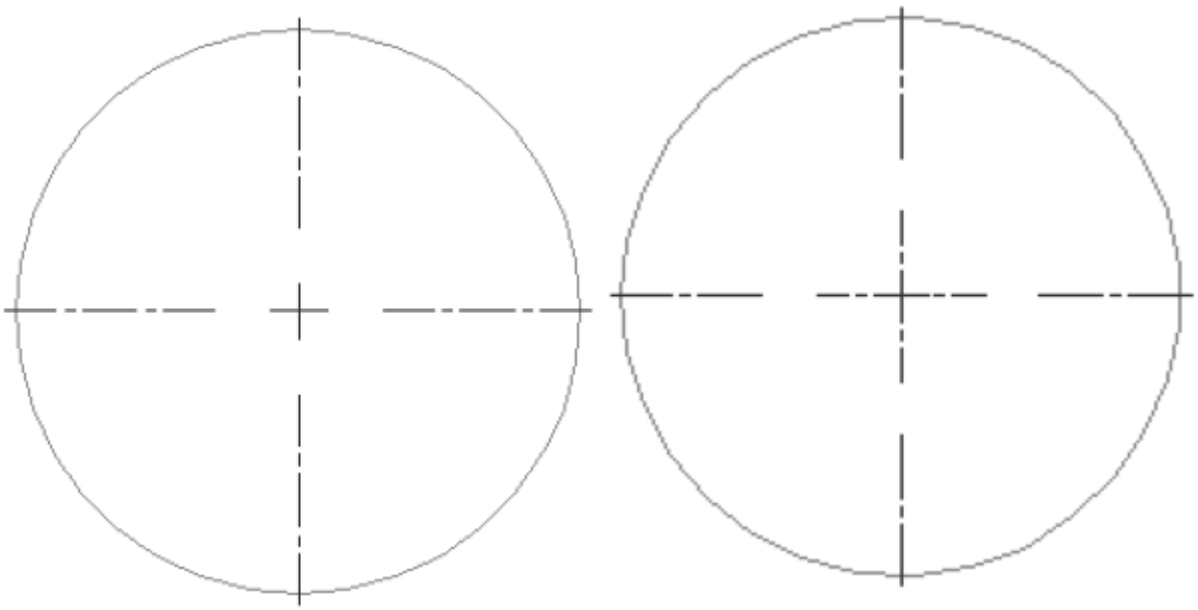


6.12 CENTERCROSSSIZE system variable

6.12.1 Center mark cross size

Controls the size of an associative center mark.

Type:	String
Saved in:	Drawing
Default value:	0.1x



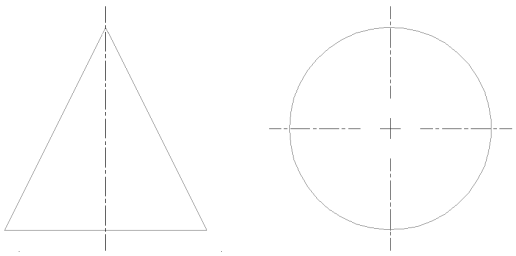
6.13 CENTEREXE system variable

6.13.1 Centerline extension length

Controls the extension length of a centerline.

Type:	Real
Saved in:	Drawing
Default value:	0.12: If MEASUREMENT=0 and INSUNITS=inches 3.5: If MEASUREMENT=1 and INSUNITS=millimeters

Note: The value is expressed in drawing units.



6.14 CENTERLAYER system variable

6.14.1 Default layer for new centermarks or centerlines

Controls the default layer for new centermarks or centerlines.

Type:	String
Saved in:	Drawing
Default value:	. (use current)

6.15 CENTERLTSCALE system variable

6.15.1 Linetype scale for center mark or centerline

Controls the linetype scale used to create center marks and centerlines.

Type:	Real
Saved in:	Drawing
Default value:	1.0

6.16 CENTERLTYPE system variable

6.16.1 Center mark/centerline linetype

Controls 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

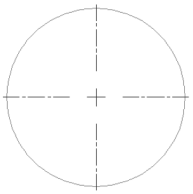
Controls the linetype file used to create center marks and centerlines.

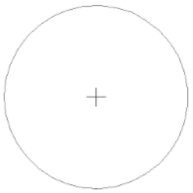
Type:	String
Saved in:	Drawing
Default value:	• Default in imperial unit drawings: **default.lin**. • Default in metric unit drawings: **iso.lin**.

6.18 CENTERMARKEXE system variable

6.18.1 Automatic extension for center mark or centerline

Automatically extends centerlines for new center marks and centerlines.





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

Sets the transparency for new entities.

Type:	String
Saved in:	Drawing
Default value:	ByLayer
Possible options:	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

Controls the first chamfer distance when the CHAMMODE system variable is Distance-Distance.

Type:	Real
Saved in:	Drawing
Default value:	0.0

6.21 CHAMFERB system variable

6.21.1 Chamfer second distance

Controls the second chamfer distance when the CHAMMODE system variable is Distance-Distance.

Type:	Real
Saved in:	Drawing
Default value:	0.0

6.22 CHAMFERC system variable

6.22.1 Chamfer length

Controls the chamfer length when the CHAMMODE system variable is Length-Angle.

Type:	Real
Saved in:	Drawing
Default value:	0.0

6.23 CHAMFERD system variable

6.23.1 Chamfer angle

Controls the chamfer angle when the CHAMMODE system variable is Length-Angle.

Type:	Real

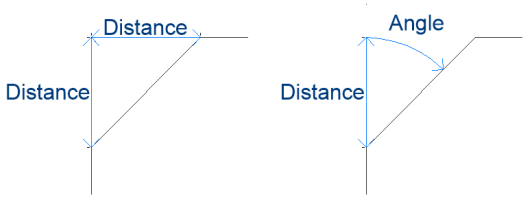
Saved in:	Drawing
Default value:	0.0

6.24 CHAMMODE system variable

6.24.1 Chamfer mode

Controls the default chamfer creation method.

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



6.25 CHECKDWLPRESENCE system variable

6.25.1 Check DWL file existence before open

Warn if there is a DWL lock file when a drawing is opened, indicates that another user has the drawing open.

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

Controls the default circle radius.

A value of zero means no default.

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

6.27 CIRCULARARROWHEADLENGTH system variable

6.27.1 Default head length

Sets the default head length of circular arrows.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	1 - if INSUNITS=1 (inches) 25 - if INSUNITS=4 (millimeters) 2.5 - if INSUNITS=5 (centimeters) 0.025 - if INSUNITS=6 (meters)

6.28 CIRCULARARROWHEADWIDTH system variable

6.28.1 Default head width

Sets the default head width of circular arrows.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	1.5 - if INSUNITS=1 (inches) 37.5 - if INSUNITS=4 (millimeters) 3.75 - if INSUNITS=5 (centimeters) 0.0375 - if INSUNITS=6 (meters)

6.29 CIRCULARARROWLEADERRADIUS system variable

6.29.1 Default leader radius

Sets the default leader radius of circular arrows.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	2 - if INSUNITS=1 (inches) 50 - if INSUNITS=4 (millimeters) 5 - if INSUNITS=5 (centimeters) 0.05 - if INSUNITS=6 (meters)

6.30 CIRCULARARROWLEADERROTATION system variable

6.30.1 Default leader rotation

Sets the default leader rotation of circular arrows.

Values between 20.0 and 320.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	90

6.31 CIRCULARARROWTHICKNESS system variable

6.31.1 Default thickness

Sets the default thickness of circular arrows.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.5 - if INSUNITS=1 (inches) 12.5 - if INSUNITS=4 (millimeters) 1.25 - if INSUNITS=5 (centimeters) 0.0125 - if INSUNITS=6 (meters)

6.32 CLAYER system variable

6.32.1 Current layer

Sets the layer for new entities.

Type:	String
Saved in:	Drawing
Default value:	0

6.33 CLAYOUT system variable

Sets the current layout.

Note: The value of the CLAYOUT system variable consists of two parts, the layout name and the handle, separated by the *. When specifying a new value, you can enter only the layout name. The handle is displayed as a convenience for developers.

Type:	String
Saved in:	Drawing
Default value:	"Model*3D"

6.34 CLEANSCREENOPTIONS system variable

6.34.1 Clean screen options

Controls which UI elements are hidden by the CLEANSCREENON command.

BricsCAD only

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

6.35 CLEANSCREENSTATE system variable

6.35.1 Clean screen state (Read Only)

Indicates if clean screen state is active. Use the CLEANSCREENON and CLEANSCREENOFF commands.

Activating the clean screen state makes the drawing area larger by hiding elements of the user interface.

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

6.36 CLIPBOARDFORMAT system variable

6.36.1 Clipboard DWG format

Controls the drawing format version used to copy to the clipboard.

BricsCAD only

Type:	Short

Saved in:	Preference
Default value:	4
Possible options:	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

6.37 CLIPBOARDFORMATS system variable

6.37.1 Clipboard Formats

Controls the types of data that can be copied to the clipboard.

Reduce the number of data types to improve performance.

BricsCAD only

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

6.38 CLIPROMPTLINES system variable

6.38.1 Prompt Lines

Controls the maximum number of floating lines of text momentarily displayed above the Command line. Applies only if the Command line is hidden, or floating with the CMDLINEUSEMINIFRAME system variable set to on (1).

Values between 0 and 64 are accepted.

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

6.39 CLISTATE system variable

6.39.1 Command line state (Read Only)

Command line status.

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

6.40 CLOSECHECKSONLYFIRSTBITDBMOD system variable

6.40.1 Ignore all but first bit of DBMOD for close

If on, does not ask to save drawings, when they have been viewed but not edited (includes zoom and pan actions).

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.

6.41 CLOUDDOWNLOADPATH system variable

6.41.1 Cloud download path

The folder path for files downloaded through the **Bricsys 24/7** Panel.

BricsCAD only

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

6.42 CLOUDLOG system variable

6.42.1 Cloud log

Controls if data exchanged with Bricsys 24/7 is logged or not. If set to "Log file" a log file will be written in the folder set in the LOGFILEPATH system variable.

BricsCAD only

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

6.43 CLOUDLOGVERBOSE system variable

6.43.1 Cloud log verbose

Creates a verbose log for Bricsys 24/7.

If switched on, more information is logged and 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

6.44 CLOUDONMODIFIED system variable

6.44.1 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 options:	0: Do nothing 1: Prompt 2: Always upload to new revision 3: Always save locally under new name

6.45 CLOUDSERVER system variable

6.45.1 Cloud server

The address of the Bricsys 24/7 server.

BricsCAD only

Type:	String
Saved in:	Registry

Default value:	https://my.bricsys247.com/

6.46 CLOUDSSOCLIENTID system variable

6.46.1 Cloud SSO Client ID

The client_id used to connect to the SSO service.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	bricscad

6.47 CLOUDSSOSCOPE system variable

6.47.1 Cloud SSO Scope

Controls scopes or permissions used to connect to the SSO service.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	openid profile email

6.48 CLOUDTEMPFOLDER system variable

6.48.1 Cloud temporary folder

The file path for temporary Bricsys 24/7 files.

BricsCAD only

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

6.49 CLOUDUPLOADDEPENDENCIES system variable

6.49.1 Cloud upload dependencies

Controls what to do with dependencies, such as XRefs, when a drawing is uploaded to Bricsys 24/7.

BricsCAD only

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

6.50 CLUSTER2DGEOMGLYPHS system variable

6.50.1 Cluster 2d constraint glyphs

Controls the clustering of 2d constraint glyphs.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	0
Possible values:	0: No clustering or merging occurs 1: Enable clustering 2: Enable merging

6.51 CMATERIAL system variable

6.51.1 Current material

Controls the default render material for new entities.

Type:	String
Saved in:	Drawing
Default value:	ByLayer

6.52 CMDACTIVE system variable

6.52.1 Active command (Read Only)

Indicates the type of the current command.

Type:	Short
Saved in:	Not saved
Default value:	1
Possible values:	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

6.53 CMDDIA system variable

6.53.1 Command dialogs

Controls if dialog boxes are shown 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

6.54 CMDECHO system variable

6.54.1 Command echo

Displays prompts and input during a LISP 'command' function.

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

6.55 CMDLINEEDITBGCOLOR system variable

6.55.1 Command line edit background color

The Command line edit field background color.

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:	RGB: 50 54 56 (Settings dialog) #323638 (Command line)

6.56 CMDLINEEDITFGCOLOR system variable

6.56.1 Command line edit foreground color

The Command line edit field foreground color.

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)

6.57 CMDLINEFADINGLOGBGCOLOR system variable

6.57.1 Command line fade log background color

The Command line fade log background color.

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:	RGB: 50 54 56 (Settings dialog) #323638 (Command line)

6.58 CMDLINEFADINGLOGFADEDELAY system variable

6.58.1 Command line fading log fade delay

The delay before Command line's log starts to fade.

BricsCAD only

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

6.59 CMDLINEFADINGLOGFGCOLOR system variable

6.59.1 Command line fade log foreground color

The Command line fade log foreground color.

BricsCAD only

Type:	String

Saved in:	Preference
Default value:	White

6.60 CMDLINEFADINGLOGTRANSPARENCY system variable

6.60.1 Command line fade log transparency

Controls the Command line fade log transparency.

Values between 0 and 100 are accepted. A value of zero means fully opaque, 100 is fully transparent.

BricsCAD only

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

6.61 CMDLINEFONTNAME system variable

6.61.1 Command line font name

The Command line font.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	Consolas

6.62 CMDLINEFONTSIZE system variable

6.62.1 Command line font size

The height of the Command line font in pixels.

BricsCAD only

Type:	Short

Saved in:	Preference
Default value:	10

6.63 CMDLINEFRAMEACTIVETRANSPARENCY system variable

6.63.1 Command line frame transparency when active

Controls Command line frame transparency when active. Values between 0 and 100 are accepted.

A value of zero means fully opaque, 100 if fully transparent.

BricsCAD only

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

6.64 CMDLINEFRAMEINACTIVETRANSPARENCY system variable

6.64.1 Command line frame transparency when inactive

Controls the Command line frame transparency when inactive.

Values between 0 and 100 are accepted. A value of zero means fully opaque, 100 is fully transparent.

BricsCAD only

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

6.65 CMDLINEFRAMEUSETEXTSCR system variable

6.65.1 Command line frame TEXTSCR

When the Command line is floating, controls the effect of TEXTSCR command, also impacts log prompt delay. If on, displays a separate window, the same as in the docked state. If off, displays as a mini-frame.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don't display (TEXTSCR) history window in a separate floating frame On (1): Display (TEXTSCR) history window in a separate floating frame

6.66 CMDLINELISTBGCOLOR system variable

6.66.1 Command line list background color

The Command line history list background color.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	RGB:130,130,130

6.67 CMDLINELISTFGCOLOR system variable

6.67.1 Command line list foreground color

The Command line history list foreground color.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	White

6.68 CMDLINEOPTIONBGCOLOR system variable

6.68.1 Command line option background color

The Command line options background color.

BricsCAD only

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

6.69 CMDLINEOPTIONSHORTCUTCOLOR system variable

6.69.1 Command line option shortcut color

The Command line option shortcut color.

BricsCAD only

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

6.70 CMDLINEUSEMINIFRAME system variable

6.70.1 Command line mini floating frame

Controls if the mini-frame is used when the Command line floats.

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

Note: The CMDLINEUSEMINIFRAME system variable replaces the CMDLINEUSENEWFRAME system variable.

6.71 CMDLNTEXT system variable

6.71.1 Prompt prefix

Controls the prefix text shown in the Command line when no command is active.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	:

6.72 CMDNAMES system variable

6.72.1 Active Command Name (Read Only)

The names of any active or transparent commands.

Type:	String
Saved in:	Not saved

6.73 CMDSUGGESTIONSORTING system variable

6.73.1 Sorting of Command Suggestions

Controls the algorithm used to rank suggestions in the command line autocomplete.

Type:	Short
Saved in:	Registry
Default value:	1
Possible options:	0: Alphabetically 1: According to global command usage

Note: Command suggestions, sorted according to global command usage, are ranked by usage, with exact matches appearing first. Commands with the same ranking are sorted alphabetically, while LISP commands, settings and custom or third-party commands are given lower priority.

6.74 CMLEADERSTYLE system variable

6.74.1 Multileader style

Controls the multileader style for entities created with the MLEADER command.

Type:	String

Saved in:	Drawing
Default value:	Standard

6.75 CMLJUST system variable

6.75.1 Multiline justification

Controls the justification of multilines relative to the cursor, for the MLINE command.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible options:	0: Top (second line created below the cursor) 1: Zero (lines created either side of the cursor) 2: Bottom (second line created above the cursor)

6.76 CMLSCALE system variable

6.76.1 Multiline scale

Controls the overall distance between lines created with the MLINE command.

A negative value mirrors the offset lines.

Type:	Real
Saved in:	Drawing
Default value:	1.0: If MEASUREMENT=0 and INSUNITS=inches 20.0: If MEASUREMENT=1 and INSUNITS=millimeters

6.77 CMLSTYLE system variable

6.77.1 Multiline style

Controls the multiline style for entities created with the MLINE command.

Type:	String

Saved in:	Drawing
Default value:	Standard

6.78 CMPCLRMISS system variable

6.78.1 Color of missing entities - DWGCOMPARE

Controls the color of missing entities during the DWGCOMPARE command.

BricsCAD only

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

6.79 CMPCLRMOD1 system variable

6.79.1 Color of modified entities- DWGCOMPARE

Controls the color of modified entities during the DWGCOMPARE command.

BricsCAD only

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

6.80 CMPCLRMOD2 system variable

6.80.1 Color of modified entities in the second drawing- DWGCOMPARE

Controls the color of modified entities in the second drawing during the DWGCOMPARE command.

BricsCAD only

Type:	Short

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

6.81 CMPCLRNEW system variable

6.81.1 Color of new entities in - DWGCOMPARE

Controls the color of new entities during the DWGCOMPARE command.

BricsCAD only

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

6.82 CMPDIFFLIMIT system variable

6.82.1 Maximum number of entities - DWGCOMPARE

Controls the limit for entities to compare during the DWGCOMPARE command.

Values between 1 and 10,000,000 are accepted.

BricsCAD only

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

6.83 CMPFADECTL system variable

6.83.1 Fade - DWGCOMPARE

Controls the fade level for unmodified entities during the DWGCOMPARE command.

Values between 0 and 90 are accepted. A value of zero means Maximum opacity, 90 means maximum transparency.

BricsCAD only

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

6.84 CMPLOG system variable

6.84.1 Log control - DWGCOMPARE

Toggles the creation of a log report (cmplog) for 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

6.85 COLORBOOKPATH system variable

6.85.1 Color book file search path

The file path(s) for color books.

Separate file paths with semicolons (;).

BricsCAD only

Type:	String
Saved in:	Registry

6.86 COLORPICKBOX system variable

6.86.1 Pickbox color

Sets the color for the pickbox. Values between 0 and 255 are accepted.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 255
Default value:	7

6.87 COLORTHEME system variable

6.87.1 UI color theme

Applies a dark or light color theme to the user interface.

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

6.88 COLORX system variable

6.88.1 X axis color

Controls the color of the X-axis.

BricsCAD only

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

Default value:	11

6.89 COLORY system variable

6.89.1 Y axis color

Controls the color of the Y-axis.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	112

6.90 COLORZ system variable

6.90.1 Z axis color

Controls the color of the Z-axis.

BricsCAD only

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

6.91 COMACADCOMPATIBILITY system variable

6.91.1 COM Acad compatibility

Use registry settings to improve support for existing VB applications.

BricsCAD only

Type:	Boolean
Saved in:	Preference

Default value:	Off
Possible values:	Off (0): Don't use registry settings On (1): Use registry settings

Note: When the COMACADCOMPATIBILITY system variable is set to **On**, AutoCAD® drawing files that are embedded as OLE objects in other applications will open in BricsCAD.

6.92 COMBINETEXTMODE system variable

6.92.1 Combined text mode

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

BricsCAD only

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

6.93 COMMANDASSIST system variable

6.93.1 Predict Command line

Controls the use of personalized command suggestions.

Only possible if **Application Data** collection is enabled in the DATACOLLECTIONOPTIONS system variable.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Range:	Off

Possible values:	Off (0): Do not enable Predict Command line On (1): Enable Predict Command line

6.94 COMMANDPREVIEW system variable

6.94.1 Enables a preview of the outcome of commands such as TRIM, EXTEND.

If CommandPreview is enabled then some commands will display a preview of their expected results.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Do not enable preview in commands On (1): Enable preview in commands

6.95 COMMUNICATORBACKGROUNDMODE system variable

6.95.1 Perform import and export in background

Enables user interaction while import or export is performed.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Disables user interaction while import or export is performed. On (1): Enables user interaction while import or export is performed.

6.96 COMMUNICATORPATH system variable

6.96.1 Communicator path (Mac & Linux)

The file path used to install the Communicator for BricsCAD.

BricsCAD only

Type:	String Standard

Saved in:	Preference

6.97 COMPASS system variable

6.97.1 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

6.98 COMPONENTSCONFIG system variable

6.98.1 Library Panel Configuration

The name of the active **Library** panel configuration file. Controls what is shown in the **Library** panel.

Use the SRCHPATH command to find the file.

BricsCAD only

Type:	String
Saved in:	Workspace

6.99 COMPONENTSPATH system variable

6.99.1 Library directory path

The file path(s) for user created components.

Separate file paths with semicolons (;).

BricsCAD only

Type:	String
Saved in:	Registry

6.100 CONSTRAINTBARDISPLAY system variable

6.100.1 Constraint Display

Controls when constraints are shown.

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

6.101 CONTINUOUSMOTION system variable

6.101.1 Continuous motion

Controls if rotation continues after the mouse is released during the ROTATE commands

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

6.102 CONVERTODMAX system variable

6.102.1 Maximal multiplier for an outer diameter

BricsCAD only

Type:	Real
Saved in:	Registry
Default value:	1.1

6.103 CONVERTODMIN system variable

6.103.1 Minimal multiplier for an outer diameter

BricsCAD only

Type:	Real
Saved in:	Registry
Default value:	0.95

6.104 CONVERTTHMAX system variable

6.104.1 Maximal multiplier for a thickness

BricsCAD only

Type:	Real
Saved in:	Registry
Default value:	2

6.105 CONVERTTHMIN system variable

6.105.1 Minimal multiplier for a thickness

BricsCAD only

Type:	Real
Saved in:	Registry
Default value:	0.5

6.106 COORDS system variable

6.106.1 Coordinates

Controls 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 options:	0: Update coordinates only when points are selected 1: Coordinates show pointer location 2: Coordinates in polar form for point, distance and angle selection 3: Coordinates in geographic form as latitude and longitude

6.107 COPYGUIDED3DDISPLAYSOURCEFACES system variable

6.107.1 COPYGUIDED3D source faces

Displays source faces during the COPYGUIDED3D command. Source faces are used to position the copied entity/entities.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Disable display of source faces On (1): Enable display of source faces

6.108 COPYMODE system variable

6.108.1 Copy mode

Controls if the COPY command creates a single copy or multiple copies, by default.

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

Possible options:	0: Repeat automatically 1: Create single copy

6.109 CPLOTSTYLE system variable

6.109.1 Current plot style

Controls the plot style for new entities. In color-dependent mode drawings this is "BYCOLOR" and is read-only. In named-plot-style mode drawings, the options: "BYLAYER" (default), "BYBLOCK", "NORMAL" and "USER DEFINED", this can be changed. See also the PSTYLEMODE system variable. Use the CONVERTPSTYLES command to convert the current drawing to use named or color-dependent plot styles.

Note: To convert the current drawing to use named or color-dependent plot styles, use CONVERTPSTYLES.

Type:	String
Saved in:	Drawing

6.110 CPROFILE system variable

6.110.1 Current profile (Read Only)

The name of the current user profile.

Type:	String
Saved in:	Registry
Default value:	Default

6.111 CRASHREPORTSENDING system variable

6.111.1 Crash report sending (Windows)

Controls the preferences of sharing the crash report and showing the **Crash report** dialog box.

Sending a crash report helps identify and fix any issues and improve BricsCAD for all users.

BricsCAD only

Type:	Short
Saved in:	Registry

Range:	0 to 2
Default value:	0
Possible options:	0: Ask before sending 1: Send always and don't ask 2: Don't send and don't ask

6.112 CREATESKETCHFEATURE system variable

6.112.1 Sketch based feature (experimental)

Links 3D entities created with the EXTRUDE, LOFT, SWEEP, and REVOLVE commands and their options **Subtract** and **Unite** to the 2D entities used to create them and converts the 2D entities into a sketch. Any modifications to the sketch are reflected in the 3D entity.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	0: Do not create sketch based feature 1: Create sketch based feature

Note: This system variable can also be set by pressing the **Sketch Feature** toggle button () in the ribbon.

6.113 CREATETHUMBNAILONTHEFLY system variable

6.113.1 Create preview thumbnail on the fly

Generates a preview thumbnail in the **Open** dialog box, if a drawing doesn't have a thumbnail. Does not apply if the drawing was saved with RASTERPREVIEW system variable switched on (1).

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

6.114 CREATEVIEWPORTS system variable

6.114.1 Automatic viewport creation

Controls if a viewport is automatically included when a new layout is created.

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

6.115 CROSSHAIRDRAWMODE system variable

6.115.1 Crosshair rendering mode

Controls the way the mouse cursor is rendered while inside the drawing window (crosshair, pickbox, etc.) for 3D visualization. Rendering by RedSDK will be faster, but some old systems might not support rendering by RedSDK.

- 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:	3 (macOS & 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

6.116 CROSSINGAREACOLOR system variable

6.116.1 Crossing area color

Controls the color for the crossing selection areas (right-left).

Note: In effect only when SELECTIONAREA setting is on.

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

6.117 CTAB system variable

6.117.1 Current tab

The name of the current tab, model or layout.

Type:	String
Saved in:	Drawing
Default value:	Model

6.118 CTABLESTYLE system variable

6.118.1 Current table style

Sets the table style for new table entities.

Type:	String
Saved in:	Drawing
Default value:	Standard

6.119 CTRL3DMOUSE system variable

6.119.1 3D mouse mode

Enables a 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

6.120 CTRLMBUTTON system variable

6.120.1 Middle Button Click

The CTRLMBUTTON system variable turns On or Off the **Temporary tracking points** entity snap when the middle mouse button (mouse wheel) is used during a command.

- If CTRLMBUTTON is set to **1 for ON**, pressing the middle mouse button during a command runs the **TK** transparent shortcut and prompts you in the Command line to specify the temporary tracking points. This is the default option.
- If CTRLMBUTTON is set to **0 for OFf**, the system variable turns Off the **Temporary tracking points** entity snap using the middle mouse button.

Note: This system variable is only available on the Command line.

6.121 CTRLMOUSE system variable

6.121.1 Mouse shortcuts

Toggles mouse shortcuts on/off.

For Windows and Linux short cuts include:

- **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.

For macOS short cuts include:

- **Cmd+Shift + Left button** for realtime zoom.

- **Cmd+Shift + Right button** for realtime pan.
- **Cmd + middle button** for view rotation.
- **Cmd + 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

6.122 CURSORMODE system variable

6.122.1 Crosshair displaying mode

Controls how the crosshair is displayed.

Values 0 and 1 are accepted.

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Displays the crosshair in XOR mode. On (1): Displays the crosshair in Non-XOR mode.

6.123 CURSORSIZE system variable

6.123.1 Crosshair size

Controls the crosshair size, as a percentage of the screen size.

Type:	Short
Saved in:	Registry

Range:	1 to 100
Default value:	5

6.124 CVALLOWBREAKLINECROSSINGS system variable

6.124.1 Allow breakline crossings

If on, intersections between breakline segments are calculated and added as points to the TIN surface.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	1

6.125 CVANGLESAMPLINGINTERVAL system variable

6.125.1 Angle sampling interval

Controls the angle sampling interval in decimal degrees, used to round gradings at convex vertices.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0 to 90
Default value:	5

6.126 CVARCTESSELLATIONGRADING system variable

6.126.1 Arc approximation mid-ordinate distance

Controls the grading mid-ordinate distance, the maximum distance between the arc and the chord (straight) segment, used for arc approximation.

BricsCAD only

Type:	Real

Saved in:	Drawing
Default value:	0.01

6.127 CVARCTESSELLATIONSURFACE system variable

6.127.1 Arc approximation mid-ordinate distance

Controls the surface mid-ordinate distance, the maximum distance between the arc and the chord (straight) segment, used for arc approximation.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.01

6.128 CVARCTESSELLATIONTEMPLATEELEMENT system variable

6.128.1 Template Element arc approximation mid-ordinate distance

Controls the corridor mid-ordinate distance (1), the maximum distance between the arc and the chord (straight) segment, used for arc approximation.



BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.01

6.129 CVASSOCIATIVITY system variable

6.129.1 Associativity

Controls if Civil entities are associative.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	15
Possible values:	1: TIN Surfaces are associative 2: Gradings are associative 4: TIN Volume Surfaces are associative 8: Corridors are associative

6.130 CVDEFAULTCURVETYPEHA system variable

6.130.1 Default curve type for horizontal alignment

Controls the curve type, used to create new horizontal alignment or to add a new PI.

BricsCAD only

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

6.131 CVDEFAULTCURVETYPEVA system variable

6.131.1 Default curve type for vertical alignments

Controls the curve type, used to create new vertical alignment or to add a new PVI.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	2

Possible options:	-1: None 0: Auto Arc 1: Free Arc 2: Auto Parabola 3: Free Parabola

6.132 CVELEVATIONATBREAKLINECROSSINGS system variable

6.132.1 Elevation at breakline crossings

Controls the elevation at breakline crossings.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible options:	0: Minimum 1: Maximum 2: Average

6.133 CVERSIONCONTROLPATH system variable

6.133.1 Current version control path

The file path used to store the current version control project.

BricsCAD only

Type:	String
Saved in:	Registry

6.134 CVGRADEUNIT system variable

6.134.1 Format

Controls the unit format for grade units

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible options:	0: percent 1: per mille 2: decimal

6.135 CVGRADEUNITPREC system variable

6.135.1 Precision

Controls the number of decimal places displayed for grade units

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 8
Default value:	2
Possible options:	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

6.136 CVLENGTHSAMPLINGINTERVAL system variable

6.136.1 Sampling interval for straight segments

Controls the length of sampling intervals, used to sample straight segments.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	1.00

6.137 CVPORT system variable

6.137.1 Current viewport

Changes the identification number of the current viewport on three conditions:

1 The identification number is an active viewport.

2 Cursor movement in that viewport is not locked by a command in progress.

3 Tablet mode is off.

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

6.138 CVSLOPEUNIT system variable

6.138.1 Format

Controls the unit format for slope units

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: run:rise 1: rise:run

6.139 CVSLOPEUNITPREC system variable

6.139.1 Precision

Controls the number of decimal places displayed for slope units

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 8
Default value:	1
Possible options:	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

6.140 CVSTATIONUNIT system variable

6.140.1 Station delimiter position

Controls the delimiter position for station units

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 5
Default value:	3

Possible options:	0: 0 1: 1+0 2: 1+00 3: 1+000 4: 1+0000 5: 1+00000

6.141 CVSTATIONUNITPREC system variable

6.141.1 Precision

Controls the number of decimal places displayed for station units

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 8
Default value:	2
Possible options:	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

7. D

7.1 DATACOLLECTION system variable

7.1.1 Diagnostics and usage data collection

Controls the sharing of anonymous usage data.

This helps personalize the program and significantly enhances the user experience for everyone.

BricsCAD only

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

Note:

- Sharing data anonymously is possible only if the user is not logged in and **System and Settings Data**, **Application Data** or **Anonymized Geometry** is enabled in the **BricsCAD Analytics Program** dialog box or the DATACOLLECTIONOPTIONS system variable.
- The current data sharing status is indicated by the DATACOLLECTIONENABLED system variable.

7.2 DATACOLLECTIONENABLED system variable

7.2.1 Current state of data collection (Read Only)

Controls diagnostic and usage data collection.

BricsCAD only

Type:	Boolean
Saved in:	Not saved
Range:	Off

Possible values:	Off (0): Data collection is disabled On (1): Data collection is enabled

Note: The value of this system variable is by default based on the value of the DATACOLLECTION preference variable, however it is possible to override the default by applying an administrative override. The administrative override is applied by manually adding the registry value in *HKLM\Software\Bricsys\BricsCAD\V27x64\AdminPolicy*.

To add this override follow the next steps:

1 Go to: *Computer\HKEY_LOCAL_MACHINE\SOFTWARE\Bricsys\BricsCAD\V27x64*.

2 Right-click the *V27*x64 key and choose **New** > **Key**and rename it to **AdminPolicy**.

3 Right-click on the new created key and choose **New** > **DWORD (32-bit)** and name the value **DATACOLLECTIONENABLED**.

4 Change its value to 0 or 1 to override the value of DATACOLLECTION user preference.

7.3 DATACOLLECTIONLOGINTYPE system variable

7.3.1 Latest type of login for data collection (Read Only)

The login type for data collection.

See the DATACOLLECTIONOPTIONS system variable.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	Off
Possible values:	-1: Off 0: Anonymous 1: User/Password

7.4 DATACOLLECTIONOPTIONS system variable

7.4.1 Data Collection Options

Controls what anonymous data is shared.

BricsCAD only

Type:	Short
Saved in:	Registry

Range:	0 to 11
Default value:	0
Possible values:	0: Nothing 1: System and Settings Data 2: Application Data 8: Anonymized Geometry

Note:

- Sharing data anonymously is possible only if the user is not logged in and **System and Settings Data**, **Application Data** or **Anonymized Geometry** is enabled in the **BricsCAD Analytics Program** dialog box or the DATACOLLECTIONOPTIONS system variable.
- Trial users must sign in to use BricsCAD and, by default, participate in the **BricsCAD Analytics Program**, sending system, settings and application data.
- Licensed users do not need to sign in and, by default, do not participate in the program or send this data. However, users who previously used a trial version and then activated a license retain their sign-in status and data collection settings, and therefore continue to participate in the program and send data unless these settings are changed.

7.5 DATALINKNOTIFY system variable

7.5.1 Data link Notifications

Controls data link notifications.

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

7.6 DATE system variable

7.6.1 Current date (Read Only)

Shows the current date and time in Julian Day format.

Type:	Real
Saved in:	Not saved

7.7 DBCSTATE system variable

7.7.1 DbConnect state (Read Only)

Shows if the dbConnect Manager is active or not.

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

7.8 DBLCLKEDIT system variable

7.8.1 Double click editing

Enables **Block Editor** (BEdit mode) and **Reference Editor** (RefEdit mode) on double click of Blocks and XRefs.

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

7.9 DBMOD system variable

7.9.1 Modification status (Read Only)

The status of drawing modifications.

Type:	Short

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

7.10 DCTCUST system variable

7.10.1 Custom spelling dictionary

The file 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

7.11 DCTMAIN system variable

7.11.1 Main spelling dictionary

The file name of the current, main spelling dictionary. Stored in the support folder.

Note: Keywords can be used to set this variable.

Type:	String
Saved in:	Registry

7.12 DEFAULTBSYSLIBIMPERIAL system variable

7.12.1 Default Bsyslib imperial

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

BricsCAD only

Type:	String
Saved in:	Preference

7.13 DEFAULTBSYSLIBMETRIC system variable

7.13.1 Default Bsyslib metric

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

BricsCAD only

Type:	String
Saved in:	Preference

7.14 DEFAULTLIGHTING system variable

7.14.1 Default lighting

Controls if default lighting overrides other lights in the drawing. Default lighting is a distant light that follows the view direction, can be set per viewport.

Type:	Boolean
Saved in:	Drawing
Default value:	0
Possible values:	Off (0): Default lighting is used only when no other lights are switched on On (1): Default lighting overrides other lights.

7.15 DEFAULTLIGHTSHADOWBLUR system variable

7.15.1 Default light shadow blur

Controls the default shadow blur for lights.

Values between 1 and 40 are accepted.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 40
Default value:	8

7.16 DEFAULTNEWSHEETTEMPLATE system variable

7.16.1 Default new sheet template

The default drawing template file (DWG or DWT) for new sheets.

BricsCAD only

Type:	String
Saved in:	Preference

7.17 DEFAULTPLOTSTYLETABLE system variable

7.17.1 Default plot style table

Controls the default plot style table for new page setups and new layouts.

Note: Changing this preference will not apply to the layouts that already exist.

BricsCAD only

Type:	String
Saved in:	Preference

7.18 DEFAULTSPACEHEIGHT system variable

7.18.1 Default Space Height

Default height of a space. Used if there are no ceilings to connect to or walls to get the height from.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	120 for MEASUREMENT=0 (inches) 3000 for MEASUREMENT=1 (millimeters)

7.19 DEFAULTSTORYNAMINGSCHEME system variable

7.19.1 Default Story Naming Scheme

Defines the story naming scheme for new buildings. Use $0 or $1 to control the numbering.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	Floor $1

Note: When you add new stories to an existing building, you can override their naming and numbering by changing the value of the building's **Story Naming Scheme** property in the **Spatial Locations Manager** dialog box.

7.20 DEFAULTSTYLEPIPECROSS system variable

7.20.1 Default style for pipe cross

Controls the default style in use while BIM FlowFittings cross is converts to a Std part.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	ASME B16.9 Cross

7.21 DEFAULTSTYLEPIPEECCENTRICREDUCER system variable

7.21.1 Default style for pipe eccentric reducer

Controls the default style in use while BIM FlowFittings eccentric converts to an Std part.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	ASME B16.9 Eccentric Reducer

7.22 DEFAULTSTYLEPIPEELBOW45 system variable

7.22.1 Default style for pipe elbow (45 deg)

Controls the default style in use while BIM FlowBends with 45 degrees angle converts to an Std part.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	ASME B16.9 Elbow LR 45 Deg

7.23 DEFAULTSTYLEPIPEELBOW90 system variable

7.23.1 Default style for pipe elbow (90 deg)

Controls the default style in use while BIM FlowBends with 90 degrees angle converts to an Std part.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	ASME B16.9 Elbow LR 90 Deg

7.24 DEFAULTSTYLEPIPEREDUCER system variable

7.24.1 Default style for pipe reducer

Controls the default style in use while BIM FlowFittings reducer converts to an Std part.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	ASME B16.9 Reducer

7.25 DEFAULTSTYLEPIPESEGMENT system variable

7.25.1 Default style for pipe segment

Controls the default style in use while BIM FlowSegments converts to an Std part.

BricsCAD only

Type:	String
Saved in:	Registry

Default value:	ASME B36.10M Pipe

7.26 DEFAULTSTYLEPIPETEE system variable

7.26.1 Default style for pipe tee

Controls the default style in use while BIM FlowFittings tee is converts to an Std part.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	ASME B16.9 Tee

7.27 DEFLPLSTYLE system variable

7.27.1 Default layer plot style

Controls the default plot style for layer 0. "BYCOLOR" in color-dependent mode drawings, read-only. "NORMAL" in named-plot-style mode drawings, can be changed. See also the PSTYLEMODE system variable.

Note: To convert the current drawing to use named or color-dependent plot styles, use CONVERTPSTYLES

Type:	String
Saved in:	Registry

7.28 DEFPLSTYLE system variable

7.28.1 Default entity plot style

Controls the default plot style for new entities. "BYCOLOR" in color-dependent mode drawings, read-only. "NORMAL" in named-plot-style mode drawings, can be changed. See also the PSTYLEMODE system variable. Use the CONVERTPSTYLES command to convert the current drawing to use named or color-dependent plot styles.

Type:	String
Saved in:	Registry

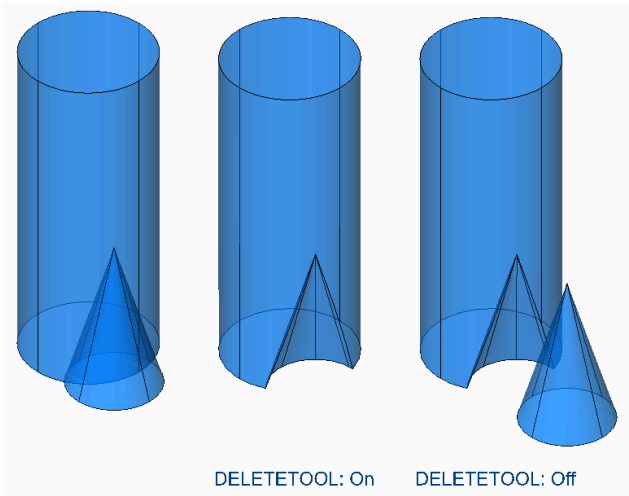
7.29 DELETETOOL system variable

7.29.1 Delete tool

Controls the behavior of the SUBTRACT command. If on, entities used to subtract are deleted.

BricsCAD only

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



7.30 DELOBJ system variable

7.30.1 Delete source entity

Controls if source entities, used to create 3D entities (with commands such as EXTRUDE, REVOLVE and LOFT) are retained or deleted.

Type:	Short
Saved in:	Registry
Default value:	1

Possible options:	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)

Note: An entity is deleted only if it is used in its entirety to create the 3D entity. Scenarios in which entities are retained are shown in the examples below:

- If only a part of a polyline is used in the operation, the entire polyline is retained because the unused part is not a defining entity.
- If an entity is included in the selection set but not used to define a region, it is retained (for example, an open, isolated polyline).
- If overlapping entities are used to create a region, some entities are retained, even if they are entirely on the boundary.

7.31 DEMANDLOAD system variable

7.31.1 Demand load

Controls how the program handles custom entities created by third-party applications.

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

Note: If you set this system variable to 0, third-party applications and some internal commands may not function.

7.32 DETAILSPATH system variable

7.32.1 Details directory path

The file path(s) for user created detail files.

Separate file paths with semicolons (;).

BricsCAD only

Type:	String
Saved in:	Registry

7.33 DGNEXPXREFMODE system variable

7.33.1 Export Conversion of XRefs

Controls the conversion of XRefs for DGN export.

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 Xrefs

7.34 DGNFRAME system variable

7.34.1 DGN frame

Controls the visibility of DGN frames, if the FRAME system variable is set to 'Use individual system variables' (3).

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

Possible options:	0: Hide DGN frames 1: Display and plot DGN frames 2: Display but do not plot DGN frames

7.35 DGNIMP2DCLOSEDBSPLINECURVEIMPORTMODE system variable

7.35.1 2D closed B-spline curve import mode

Controls how to convert DGN 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

7.36 DGNIMP2DELLIPSEIMPORTMODE system variable

7.36.1 2D ellipse import mode

Controls how to convert DGN 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

7.37 DGNIMP2DSHAPEIMPORTMODE system variable

7.37.1 2D shape import mode

Controls how to convert DGN 2D Shape and 2D Complex Shape elements.

If an element is filled, then a hatch is created as well.

BricsCAD only

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

7.38 DGNIMP3DCLOSEDBSPLINECURVEIMPORTMODE system variable

7.38.1 3D closed B-spline curve import mode

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

BricsCAD only

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

7.39 DGNIMP3DELLIPSEIMPORTMODE system variable

7.39.1 3D ellipse import mode

Controls how to convert DGN 3D Ellipse elements.

BricsCAD only

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

7.40 DGNIMP3DOBJECTIMPORTMODE system variable

7.40.1 3D entity import mode

Controls how 3D entities are converted during DGN import.

BricsCAD only

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

7.41 DGNIMP3DSHAPEIMPORTMODE system variable

7.41.1 3D shape import mode

Controls how to convert DGN 3D Shape and 3D Complex Shape elements.

If an element is filled, a hatch is created as well.

BricsCAD only

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

Default value:	1
Possible options:	0: Convert to polyline 1: Convert to region 2: Convert to polyface mesh

7.42 DGNIMPBREAKDIMENSIONASSOCIATION system variable

7.42.1 Break dimension association

Breaks DGN dimension associations during DGN import.

BricsCAD only

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

7.43 DGNIMPCONVERTDGNCOLORINDICESTOTRUECOLORS system variable

7.43.1 Convert DGN color indices to true colors

Converts DGN color indexes to RGB true colors. If off, DGN color indexes are converted to DWG color indexes.

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

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.

7.44 DGNIMPCONVERTEMPTYDATAFIELDSTOSPACES system variable

7.44.1 Convert empty data fields to spaces

Replaces empty field values from a DGN file with space symbols. If off, empty field values from a DGN file are replaced with underscore symbols ("_").

BricsCAD only

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

7.45 DGNIMPERASEUNUSEDRESOURCES system variable

7.45.1 Erase unused resources

Erases unreferenced items (text styles, linetypes, etc.) during DGN import.

BricsCAD only

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

7.46 DGNIMPEXPLODETEXTNODES system variable

7.46.1 Explode text nodes

Imports DGN text nodes as a set of simple entities (text, line, etc.). If off, DGN text nodes are converted to multiline text.

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

7.47 DGNIMPIMPORTACTIVEMODELTOMODELSPACE system variable

7.47.1 Import active model to Model Space

Imports the active DGN model to Model Space, during DGN import. If off, imports only the first DGN design model from the model table.

Note: 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

7.48 DGNIMPIMPORTDGTEXTSASDBMTEXTS system variable

7.48.1 Import Texts as MTexts

Imports simple DGN text entities as multiline texts.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off

Possible values:	Off (0): Does not import simple text objects as multiline texts. On (1): Imports simple text objects as multiline texts.

7.49 DGNIMPIMPORTINVISIBLEELEMENTS system variable

7.49.1 Import invisible elements

Imports invisible DGN elements as invisible entities. If off invisible DGN elements are not imported.

BricsCAD only

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

7.50 DGNIMPIMPORTPAPERSPACEMODELS system variable

7.50.1 Import Paper Space models

Imports all DGN sheet models to paper space layouts. If off, sheet models are not imported.

Note: 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

7.51 DGNIMPIMPORTVIEWINDEX system variable

7.51.1 Import view index

Controls the number of DGN views, level masks and view settings to use.

Values between -1 and 7 are accepted. -1 means that the view is not defined and view settings and level masks are not used.

Note: 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

7.52 DGNIMPRECOMPUTEDIMENSIONSAFTERIMPORT system variable

7.52.1 Recompute dimensions after import

Converts DGN dimensions to DWG-based dimensions.

If off creates DGN-based dimensions.

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

7.53 DGNIMPSYMBOLRESOURCEFILES system variable

7.53.1 Symbol resource files

The file path for DGN resource RSC files - fonts, line styles, etc. Analog of the MS_SYMBRSRC MicroStation system variable.

BricsCAD only

Type:	String

Saved in:	Preference

7.54 DGNIMPXREFIMPORTMODE system variable

7.54.1 External references import mode

Controls DGN attachment import.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	2
Possible options:	0: Omit - does not import DGN attachments 1: Retain - converts attached DGN files to DWG XRefs 2: Merge to cell - converts attached DGN files to DWG blocks 3: Create DGN Underlay - converts attached DGN files to Underlay entities

7.55 DGNOSNAP system variable

7.55.1 DGN entity snap

Enables entity snap for 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

7.56 DIASTAT system variable

7.56.1 Dialog state (Read Only)

Shows how the most recent dialog box was exited.

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

7.57 DIMADEC system variable

7.57.1 Dim Angle Precision

Controls the number of decimal places for angular dimensions.

A value of -1 uses the DIMDEC system variable.

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

7.58 DIMALT system variable

7.58.1 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

7.59 DIMALTD system variable

7.59.1 Alt precision

Controls the number of decimal places for alternate dimension units.

Type:	Short
Saved in:	Drawing
Range:	0 to 8
Default value:	2 - If MEASUREMENT=0 and INSUNITS=inches 3 - If MEASUREMENT=1 and INSUNITS=milimeters

7.60 DIMALTF system variable

7.60.1 Alt multiplier

Controls the conversion of alternate units. See also the DIMALT system variable.

Multiples the primary unit to give alternate units. If one drawing unit equals 1 inch and the value is set to 25.4, alternate linear dimensions are expressed in mm.

Type:	Real
Saved in:	Drawing
Default value:	25.4 - If MEASUREMENT=0 and INSUNITS=inches 0.0394 - If MEASUREMENT=1 and INSUNITS=milimeters

7.61 DIMALTRND system variable

7.61.1 Alt roundoff

Controls the roundoff for alternate units.

Type:	Real
Saved in:	Drawing
Default value:	0.0

7.62 DIMALTTD system variable

7.62.1 Alt tolerance precision

Controls the tolerance precision in the alternate dimension units.

Type:	Short
Saved in:	Drawing
Range:	0 to 8
Default value:	3 - If MEASUREMENT=1 and INSUNITS= inches 2 - If MEASUREMENT=0 and INSUNITS=millimeters

7.63 DIMALTTZ system variable

7.63.1 Alt tolerance suppress zeros

Controls 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

7.64 DIMALTU system variable

7.64.1 Alt unit type

Controls 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

7.65 DIMALTZ system variable

7.65.1 Alt suppress zeros

Suppresses leading and/or trailing zeros for alternate unit dimension.

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

7.66 DIMANNO system variable

7.66.1 Style is annotative (Read Only)

Indicates if the current dimension style is annotative.

Type:	Boolean
Saved in:	Drawing

7.67 DIMAPOST system variable

7.67.1 Alt units prefix/suffix

Controls the prefix and/or suffix that appears in the alternate dimension text, does not apply to angular dimensions. See also the **Drawing Explorer** > **Dimension Styles** (DIMSTYLE command).

Set to " to turn off, or use the suffix string 'prefix[]suffix'. Insert a single linefeed with '\X' (often when alternate units are active).

Type:	String
Saved in:	Drawing

7.68 DIMARCSYM system variable

7.68.1 Arc symbol

Controls the display of arc symbols, in arc length dimensions.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible options:	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

7.69 DIMASO system variable

7.69.1 Associativity (obsolete)

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

Type:	Boolean
Saved in:	Drawing
Default value:	On

7.70 DIMASSOC system variable

7.70.1 Associativity

Controls the associativity of dimension entities or if exploded dimensions are created.

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

7.71 DIMASZ system variable

7.71.1 Arrow size

Controls the size of dimension and leader line arrowheads.

Type:	Real
Saved in:	Drawing
Default value:	0.18 - If MEASUREMENT=0 and INSUNITS=inches 2.5 - If MEASUREMENT=1 and INSUNITS=millimeters

7.72 DIMATFIT system variable

7.72.1 Arrow and text fit

Controls how dimension text and arrows are arranged when there is insufficient space between the extension lines.

When the DIMTMOVE system variable is set to 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 options:	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

7.73 DIMAUNIT system variable

7.73.1 Dim angle units

Controls the angular dimension unit type.

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

7.74 DIMAZIN system variable

7.74.1 Suppress angle zeros

Suppresses leading and/or trailing zeros for angular dimensions.

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

7.75 DIMBLK system variable

7.75.1 Arrow

The name of the block displayed at the ends of dimension and leader lines, when the DIMSAH system variable is set to **Set by DIMBLK**.

The block name can be either a standard name or refer to a user-defined arrowhead block.

Type:	String
Saved in:	Drawing

7.76 DIMBLK1 system variable

7.76.1 Arrow 1

The name of the block displayed at the first end of a dimension line, when the DIMSAH system variable is set to **Set by DIMBLK1 and DIMBLK2**.

Type:	String
Saved in:	Drawing

7.77 DIMBLK2 system variable

7.77.1 Arrow 2

The name of the block displayed at the second end of a dimension line, when the DIMSAH system variable is set to **Set by DIMBLK1 and DIMBLK2**.

Type:	String
Saved in:	Drawing

7.78 DIMCEN system variable

7.78.1 Center mark

Controls if and how center marks and centerlines of circles and arcs are drawn with the DIMCENTER, DIMDIAMETER and DIMRADIUS commands.

- A value of zero means no center mark.
- Negative numbers mean a line.
- Positive numbers mean a mark.

Type:	Real
Saved in:	Drawing
Default value:	0.09 - If MEASUREMENT=0 and INSUNITS=inches 2.5 - If MEASUREMENT=1 and INSUNITS=milimeters
Possible values:	0: None <0: Line >0: Mark

7.79 DIMCLRD system variable

7.79.1 Dim line color

The color of 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

7.80 DIMCLRE system variable

7.80.1 Ext line color

Controls 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

7.81 DIMCLRT system variable

7.81.1 Text color

Controls the default dimension text color.

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

7.82 DIMCONTINUEMODE system variable

7.82.1 Dim continue mode

Controls if dimension styles and layers are inherited from the starting dimension, for continued or baseline dimension.

Type:	Short
Saved in:	Registry
Default value:	1
Possible values:	0: Use the current dimension style and layer 1: Use the dimension style and layer of the starting dimension

7.83 DIMDEC system variable

7.83.1 Dim precision

Controls the number of decimal places for primary dimension units.

Values between 0 and 8 are accepted.

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

7.84 DIMDLE system variable

7.84.1 Dim line ext

Controls the length of dimension lines beyond the extension lines, when obliques or architectural ticks are drawn instead of arrowheads.

Type:	Real
Saved in:	Drawing
Default value:	0.0

7.85 DIMDLI system variable

7.85.1 Dim baseline spacing

Controls the spacing between baselines dimension lines.

Type:	Real
Saved in:	Drawing
Default value:	0.38 - If MEASUREMENT=0 and INSUNITS=inches 3.75 - If MEASUREMENT=1 and INSUNITS=millimeters

7.86 DIMDSEP system variable

7.86.1 Decimal separator

Sets the decimal separator character.

You can set a single character to use as the decimal separator for dimensions in decimal format.

Type:	String

Saved in:	Drawing

7.87 DIMEXE system variable

7.87.1 Ext line ext

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

Type:	Real
Saved in:	Drawing
Default value:	0.18 - If MEASUREMENT=0 and INSUNITS=inches 1.25 - If MEASUREMENT=1 and INSUNITS=millimeters

7.88 DIMEXO system variable

7.88.1 Ext line offset

Controls the offset of dimension extension lines from their origin points.

Type:	Real
Saved in:	Drawing
Default value:	0.0625 - If MEASUREMENT=0 and INSUNITS=inches 0.625 - If MEASUREMENT=1 and INSUNITS=millimeters

7.89 DIMFIT system variable

7.89.1 Dim fit (obsolete)

Replaced by DIMATFIT and DIMTMOVE.

Type:	Short
Saved in:	Drawing
Default value:	3

7.90 DIMFRAC system variable

7.90.1 Fractional type

Controls the fraction format for Architectural or Fractional linear dimensions. See also the DIMLUNIT system variable.

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

7.91 DIMFXL system variable

7.91.1 Ext line fixed length

Controls the length of extension lines, if the DIMFXLON system variable is on (1).

Type:	Real
Saved in:	Drawing
Default value:	1.0

7.92 DIMFXLON system variable

7.92.1 Ext line fixed

Fixes the length of extension lines on dimensions.

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

7.93 DIMGAP system variable

7.93.1 Text offset

Controls the offset distance around dimension text, and the distance between annotations and hook lines created with the LEADER command.

See the DIMTAD system variable. Negative numbers mean draws a box around the dimension or annotation text.

Type:	Real
Saved in:	Drawing
Default value:	0.09 - If MEASUREMENT=0 and INSUNITS=inches 0.625 - If MEASUREMENT=1 and INSUNITS=millimeters

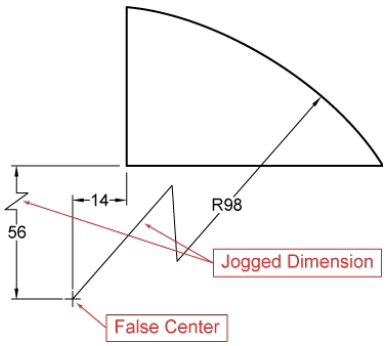
7.94 DIMJOGANG system variable

7.94.1 Jogged angle

Controls the angle of oblique dimension line segments, in jogged radius dimensions.

Note: Jogged radius dimensions are often created when the center point is located off the page.

Type:	Real
Saved in:	Drawing
Default value:	45.0



7.95 DIMJUST system variable

7.95.1 Text Position Horizontal

Controls the horizontal position of dimension text.

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

7.96 DIMLAYER system variable

7.96.1 Default layer for new dimensions

Controls the default layer for new dimensions.

Type:	String
Saved in:	Drawing
Default value:	<Use current>

Note: Additional options become available based on the layers present in the drawing.

7.97 DIMLDRBLK system variable

7.97.1 Leader arrow

Controls the arrowhead block for leaders.

Type:	String
Saved in:	Drawing

7.98 DIMLFAC system variable

7.98.1 Dim Scale Linear

Controls the scale multiplier for linear dimensions, including radius, diameter and ordinate dimensions.

Linear dimensions are multiplied by DIMLFAC.

- Positive values mean that it is used for model space and paper space.
- Negative values mean paper space only.

Type:	Real
Saved in:	Drawing
Default value:	1.0

7.99 DIMLIM system variable

7.99.1 Tolerance method

Generates dimension limits as the default text for dimensions.

If On, switches DIMTOL 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

7.100 DIMLTEX1 system variable

7.100.1 Ext line 1 linetype

Controls the linetype for the first extension line of a dimension.

Type:	String
Saved in:	Drawing

7.101 DIMLTEX2 system variable

7.101.1 Ext line 2 linetype

Controls the linetype for the second extension line of a dimension.

Type:	String
Saved in:	Drawing

7.102 DIMLTYPE system variable

7.102.1 Dim line linetype

Controls the linetype for dimension lines.

Type:	String
Saved in:	Drawing

7.103 DIMLUNIT system variable

7.103.1 Dim units

Controls the primary unit type for linear dimensions.

Type:	Short
Saved in:	Drawing
Range:	1 to 6
Default value:	2
Possible options:	1: Scientific 2: Decimal 3: Engineering 4: Architectural 5: Fractional 6: Windows Control Panel

7.104 DIMLWD system variable

7.104.1 Dim line LW

Controls 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

7.105 DIMLWE system variable

7.105.1 Ext line LW

Controls the lineweight of dimension 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

7.106 DIMMARKTYPE system variable

7.106.1 Dimension override marking

Automatically displays overridden associative dimensions with a special marking, when they do not include the default dimension text.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible options:	0: Not enabled 1: Display overridden dimensions with an underline 2: Display overridden dimensions with an overline

7.107 DIMPOST system variable

7.107.1 Dim prefix/suffix

Controls the prefix and/or suffix added to dimension text. See also the **Drawing Explorer** > **Dimension Styles** (DIMSTYLE command).

Set to " to turn off, or use the suffix string 'prefix[]suffix'. Insert a single linefeed with '\X' when alternate units are active.

Type:	String
Saved in:	Drawing

7.108 DIMRND system variable

7.108.1 Dim round

Controls the roundoff rules for linear dimensions.

Note: It does not effect angular dimensions.

A value of 0.1 rounds to the nearest 0.1 unit, a value of 1 rounds to the nearest whole number. The number of decimal places is limited by the DIMDEC system variable.

Type:	Real
Saved in:	Drawing
Default value:	0.0

7.109 DIMSAH system variable

7.109.1 Arrowheads

Controls how dimension line arrowhead blocks are set.

Type:	Boolean
Saved in:	Drawing
Default value:	0
Possible values:	Off (0): Set by DIMBLK - uses the same block for the first and the second arrowhead On (1): Set by DIMBLK1 and DIMBLK2 - uses different blocks for the first and the second arrowhead

7.110 DIMSCALE system variable

7.110.1 Dim scale overall

Applies a scale multiplier to dimension variables that specify the size of the components of dimension entities, such as text height, distance or offsets.

Note: It does not affect measured lengths, coordinates, or angles.

Type:	Real
Saved in:	Drawing
Range:	0 or greater
Default value:	1.0
Possible values:	0: An appropriate default value is used based on the scaling between the current model space viewport and paper space. If you are not using the paper space feature and you are in paper space or model space, the scale factor is 1. > 0: A scaling factor is calculated so that text sizes, arrowhead sizes, and other scaled distances appear at the desired values when plotted.

7.111 DIMSD1 system variable

7.111.1 Dim line 1

Suppresses the first part of dimension lines - 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 first dimension line

7.112 DIMSD2 system variable

7.112.1 Dim line 2

Suppresses the second part of dimension lines - 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

7.113 DIMSE1 system variable

7.113.1 Ext line 1

Suppresses the first extension line of a dimension.

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

7.114 DIMSE2 system variable

7.114.1 Ext line 2

Suppresses the second extension line of a dimension.

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

7.115 DIMSHO system variable

7.115.1 Dimension show (Obsolete)

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

Type:	Boolean
Saved in:	Drawing
Default value:	On

7.116 DIMSOXD system variable

7.116.1 Dim line inside

Suppresses arrowheads outside extension lines if there is insufficient room inside the extension lines and if the DIMTIX system variable is on (1).

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

7.117 DIMSTYLE system variable

7.117.1 Dimension style (Read Only)

The current dimension style.

Type:	String
Saved in:	Drawing
Default value:	Standard

7.118 DIMTAD system variable

7.118.1 Text Position Vert

Controls the vertical position of text in relation to dimension lines. The position above dimension line is set by the DIMGAP system variable.

The **Above dimension line** option does not apply if the DIMTIH system variable is set to **Horizontal** and the dimension line is not horizontal.

Type:	Short
Saved in:	Drawing
Range:	0 to 4
Default value:	0
Possible options:	0: Centered between extension lines 1: Above dimension line 2: Farthest from defining points 3: Japanese Industrial Standards 4: Below dimension line

7.119 DIMTDEC system variable

7.119.1 Tolerance precision

Controls 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

7.120 DIMTFAC system variable

7.120.1 Tolerance text height

Controls the scale multiplier used to calculate the text height for dimension fractions and tolerances, relative to the dimension text height, set with the DIMTXT system variable. Only applies if the DIMLUNIT system variable is set to **Fractional** (5).

Type:	Real
Saved in:	Drawing
Default value:	1.0

7.121 DIMTFILL system variable

7.121.1 Text fill

Controls the dimension text background.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible options:	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 system variable

7.122 DIMTFILLCLR system variable

7.122.1 Text fill color

Controls dimension text background color, when the DIMTFILL system variable 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

7.123 DIMTIH system variable

7.123.1 Text inside align

Controls the dimension text position on dimensions.

Note: It 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

7.124 DIMTIX system variable

7.124.1 Text inside

Draws dimension text between extension lines, even if there is insufficient room.

Note: It 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

7.125 DIMTM system variable

7.125.1 Tolerance limit lower

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

Type:	Real
Saved in:	Drawing
Default value:	0.0

7.126 DIMTMOVE system variable

7.126.1 Text movement

Controls how dimension text moves.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible options:	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

7.127 DIMTOFL system variable

7.127.1 Dim line forced

Forces a dimension line to be drawn between dimension extension lines, even when 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

7.128 DIMTOH system variable

7.128.1 Text outside align

Places dimension text outside extension lines horizontally.

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

7.129 DIMTOL system variable

7.129.1 Tolerance display

Adds tolerances to dimension text.

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

7.130 DIMTOLJ system variable

7.130.1 Tolerance pos vert

Controls 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 options:	0: Bottom 1: Middle 2: Top

7.131 DIMTP system variable

7.131.1 Tolerance limit upper

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

Type:	Real
Saved in:	Drawing
Default value:	0.0

7.132 DIMTSZ system variable

7.132.1 Dim tick size

Controls the size of tick marks drawn instead of arrowheads for linear, radius and diameter dimensions.

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

7.133 DIMTVP system variable

7.133.1 Text offset vertical

Controls the vertical position of dimension above or below the dimension line. Acts as a multiplier of the DIMTXT system variable, when the DIMTAD system variable is set to **Centered between extension lines**.

A value of 1.0 is equivalent to setting the DIMTAD system variable to on (1).

Type:	Real
Saved in:	Drawing
Default value:	0.0

7.134 DIMTXSTY system variable

7.134.1 Text style

Controls the default dimension text style.

Type:	String
Saved in:	Drawing
Default value:	Standard

7.135 DIMTXT system variable

7.135.1 Text height

Controls the default dimension text height, if the text style set in the DIMTXSTY system variable has no fixed height.

Type:	Real
Saved in:	Drawing
Default value:	0.18 - If MEASUREMENT=0 and INSUNITS=inches 2.5 - If MEASUREMENT=1 and INSUNITS=millimeters

7.136 DIMTXTDIRECTION system variable

7.136.1 Text direction

Controls the dimension text direction.

Type:	Boolean
Saved in:	Drawing

Default value:	0
Possible values:	Off (0): Left to right On (1): Right to left

7.137 DIMTZIN system variable

7.137.1 Tolerance suppress zeros

Controls the suppression of zeros in tolerance values.

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

7.138 DIMUNIT system variable

7.138.1 Dim unit type (obsolete)

Replaced by DIMLUNIT and DIMFRAC system variables.

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

Possible options:	1: Scientific 2: Decimal 3: Engineering 4: Architectural (stacked) 5: Fractional (stacked) 6: Architectural 7: Fractional 8: Windows Control Panel

7.139 DIMUPT system variable

7.139.1 Place text manually

Toggles the placement of dimension text during dimension creation.

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

7.140 DIMZIN system variable

7.140.1 Suppress dim zeros

Suppresses leading and/or trailing zeros for primary units.

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 (for example: 0.1000 becomes .1000) 8: Suppress trailing zeros in decimal dimensions (for example: 11.1000 becomes 11.1)

Note:

- Options 0, 1, 2, and 3 affect feet and inch dimensions.
- Select bit flags 4 and 8 to suppress both leading and trailing zeros in decimal dimensions (for example: 0.1000 becomes .1).

7.141 DISPLAYAXES system variable

7.141.1 Display Axes

Displays the axes of structural elements.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Do not display axes On (1): Display axes

7.142 DISPLAYAXESFORMEP system variable

7.142.1 Display axes

Controls the display of MEP element axes.

Type:	Boolean
Saved in:	Registry
Default value:	0

7.143 DISPLAYCOLORSLEGACY system variable

7.143.1 Legacy Display Colors

Use fixed legacy palette for displaying index colors.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off

Note: The DISPLAYCOLORSLEGACY system variable restores the legacy index color palette used in BricsCAD versions earlier than V26 for compatibility with existing drawings.

7.144 DISPLAYSCALING system variable

7.144.1 Automatic display scaling (Read Only)

Current display scaling - the same as the system display settings.

BricsCAD only

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

Important:

- The DISPLAYSCALING system variable specifies the scaling factor the program uses for its interface, including dialogs, icons, and text.
- (Windows only) By default, the current display scaling matches the Windows font DPI scaling setting. If this is not the case, Windows applies a generic extra scaling itself, which causes the display to become blurry. To avoid this, follow these steps:
- - For a single monitor: Right-click the BricsCAD application in Windows Explorer or on the desktop, then go to **Properties** > **Compatibility** > **Change high DPI settings** and check the **Program DPI** setting. Here you can choose from the drop down list to use the DPI that it is used for the main display when you sign to Windows or when you open BricsCAD.
  - For a dual/multiple monitor setup: For optimal display clarity, it is recommended to use the same DPI settings for all monitors.

7.145 DISPLAYSIDESANDENDS system variable

7.145.1 Display Sides and Ends

Displays the sides and ends of structural entities on selection. If on, these are selectable.

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

7.146 DISPLAYSNAPMARKERINALLVIEWS system variable

7.146.1 Snap marker in all views

Controls if snap markers display 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

7.147 DISPLAYTOOLTIPS system variable

7.147.1 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

7.148 DISPLAYTRUEDIMENSION system variable

7.148.1 Default dimension type

Sets the default dimension type placed on an isometric view.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Projected - not aligned with geometry. 1: True - aligned with geometry

7.149 DISPPAPERBKG system variable

7.149.1 Paper background

Displays a 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

7.150 DISPPAPERMARGINS system variable

7.150.1 Printable area

Displays the printable area of a layout in paper space.

BricsCAD only

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

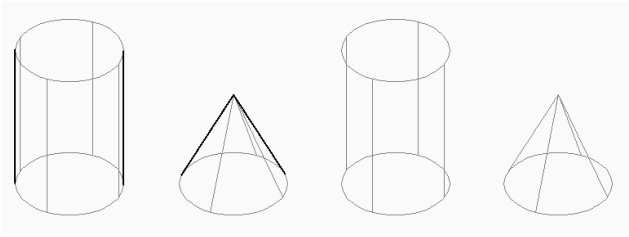
7.151 DISPSILH system variable

7.151.1 Display silhouette curves

Displays silhouette curves on solid entities in Wireframe modes (2D and 3D).

Note: 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



7.152 DISTANCE system variable

7.152.1 Distance (Read Only)

The last calculated distance of the DIST command.

Type:	Real
Saved in:	Not saved

7.153 DMAUDITLEVEL system variable

7.153.1 DMAUDIT command, level of detail

Controls the message types displayed for the DMAUDIT command.

BricsCAD only

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

Dynamic range

The dynamic range is the range of lengths required to create valid geometry. The range is limited because a modeler expresses the coordinates of points in 3D-space in terms of double precision floating point numbers. To represent a number, floating point numbers use a finite number of significant digits, which in the case of double precision numbers is roughly fourteen to sixteen significant digits. The modeler's use of digits is limited to nine significant digits to avoid susceptibility to round-off error. This means that a model's dynamic range can only be nine orders of magnitude wide. Thus, the ratio of the longest to shortest length that can be modeled is 10^9.

The numbers could be interpreted as inches, millimeters, or any other unit. The modeler has a resolution of 10^-6, which means that if the distance between two points is less than that, they are considered to be the same. A guard band of at least one order of magnitude around the resolution value is also required. For practical reasons, there can be ambiguity about distances that are close to the resolution value, so this guard band is a safety margin to improve reliability.

As a result, the valid dynamic range of models in BricsCAD is 10^-5 to 10^4 and is not unit dependent. The dynamic range of parts modeled in millimeters is 0.00001 mm to 10000 mm. The dynamic range of parts modeled in meters is 0.00001 m to 10000 m.

If the dynamic range is exceeded, the behavior of modeling algorithms is unpredictable. This may cause modeler algorithms to produce incorrect results or failures.

Sliver face

Some models may contain long narrow faces that were not intended to be present in the design of the model. Typically, these occur in imported models due to the tolerance differences between geometric modeling systems.

Because the size of a feature cannot be smaller than the resolution of a modeler, genuine faces are at least an order of magnitude larger than the maximum gap in the model. Any face smaller than that is a candidate for being spurious.

The entity's tolerance is calculated as the highest tolerance value among the entity's tolerant edges and vertices.

The maximum distance between the long edges of such a face is smaller than the specified tolerance. It has at least one short and no more than three long edges. A short edge is an edge that is shorter than the

specified tolerance. A long edge is longer than the specified tolerance. The tolerance can be calculated automatically based on the entity's bounding box.
Because the dimensions of sliver geometry are close to the modeler resolution, performing operations on it is difficult. Because such geometry isn't usually intended, it is attempted to be replaced with tolerant geometry. In bodies, tolerant edges replace sliver faces, and tolerant vertices replace short edges. When fixing manually, slivers can be removed and adjacent faces extended if needed.

Note: When performing entity check and heal in various contexts, tolerance is taken from the entity as the biggest value of tolerance among entity's tolerant edges and vertices, or some other values on discretion of the caller.

7.154 DMAUTOUPDATE system variable

7.154.1 3D constraints recalculation mode

Updates the model automatically, when constraints are applied or modified.

If off, use the DMUPDATE command 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

7.155 DMCONNECTIONCUTTYPE system variable

7.155.1 Connection type

Controls the type of connection created by the BIMSTRUCTURALCONNECT command.

BricsCAD only

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

7.156 DMPUSHPULLSUBTRACT system variable

7.156.1 DMPUSHPULL subtract

Controls what happens when an entity, modified with the DMPUSHPULL command, touches an existing entity.

When OFF, a solid that intersects with another solid, no longer subtracts the intersecting areas from the other 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

7.157 DMRECOGNIZE system variable

7.157.1 Automatic 3D geometry constraints recognition

Automatically constrains geometrical relations between surfaces, when 3D entities are edited or 3D constraints are recalculated.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	-1 to 1023
Default value:	0

Possible values:	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 512: Fix a constrained plane lying in XY/YZ/ZX (compatibility)

7.158 DOCKPRIORITY system variable

7.158.1 Docking Priority

Controls the dock priority of top, left, right and bottom docking bars.

Note: A restart is required.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 14
Default value:	1
Possible options:	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

7.159 DOCTABPOSITION system variable

7.159.1 Tabs position

Controls where the document control tab is displayed.

BricsCAD only

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

7.160 DONUTID system variable

7.160.1 Donut inside diameter

The default inside diameter for the DONUT command.

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

7.161 DONUTOD system variable

7.161.1 Donut outside diameter

The default outside diameter for the DONUT command.

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

7.162 DRAGMODE system variable

7.162.1 Entity drag mode

Controls if a preview displays during the MOVE and COPY commands.

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

7.163 DRAGMODECONSTRAINTS system variable

7.163.1 Solve 3D constraints dynamically

Solves 3D constraints live when entities are moved.

Turn off to optimize performance.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Disable dynamic solution of 3D constraints On (1): Enable dynamic solution of 3D constraints

7.164 DRAGMODEFACES system variable

7.164.1 MOVE face

Controls the behavior of the MOVE and DMMOVE commands, if these commands are used to move a face.

BricsCAD only

Type:	Short

Saved in:	Workspace
Default value:	1
Possible options:	0: Move the whole solid 1: Move the face's surface 2: Move the face's edges

7.165 DRAGMODEHIDE system variable

7.165.1 Hide during drag

Hides the original entity during move and stretch actions.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible options:	1: During 3D Modeling commands 2: During 2D Drafting commands

7.166 DRAGMODEINTERRUPT system variable

7.166.1 Drag interruption mode

Controls the recalculation/redrawing of the model is interrupted when the cursor is in motion.

If on, display a live preview. If off, every drag action must first be completed.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	1

Possible options:	0: Disabled 1: Enabled

7.167 DRAGOPEN system variable

7.167.1 Drag open

Controls what to do when a drawing is dragged from the explorer to the program.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible options:	0: Insert file to current drawing 1: Open file in new tab

7.168 DRAGP1 system variable

7.168.1 Regen-drag rate

Controls the regen-drag input sampling rate.

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

7.169 DRAGP2 system variable

7.169.1 Fast-drag rate

Controls the fast-drag input sampling rate.

Type:	Short

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

7.170 DRAGSNAP system variable

7.170.1 Snap dragged entities

Enables rubber band dynamics during modify commands: COPY, PASTECLIP, PASTEBLOCK, MOVE, ROTATE, MIRROR, SCALE, STRETCH and more.

The DRAGSNAP system variable controls the snap behavior while dragging. DRAGSNAP controls whether rubberband dynamics are displayed at the current cursor location or at the current entity snap location.

Note: Rubber band dynamics means that the cursor and the entity being modified will jump to the active snap point, this will make to target location more obvious.

- If on, the cursor and any selected entities will jump to the active snap point, this will make the target location more obvious.
- If off, snap is only in effect during drawing and editing commands.

BricsCAD only

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

7.171 DRAWINGPATH system variable

7.171.1 Drawings path

The file path used for the fifth folder on the left of the OPEN, SAVEAS and INSERT command dialogs (Windows only).

BricsCAD only

Type:	String Standard
Saved in:	Preference

7.172 DRAWINGVIEWASM system variable

7.172.1 Assemblies optimization

Enables the use of assembly data structures, optimizes the generation of views created with the VIEWBASE command.

Toggles between normal analytical hidden line removal (HLR) and ASM_HLR procedure.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Disable assemblies optimization On (1): Enable assemblies optimization

7.173 DRAWINGVIEWBGEN system variable

7.173.1 Background generation of drawing views

Enables background generation of drawing views during the VIEWBASE command.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Disable background generation of drawing views On (1): Enable background generation of drawing views

7.174 DRAWINGVIEWBGENPAR system variable

7.174.1 Parallel generation of drawing views

Enables parallel generation of drawing views during the VIEWBASE command.

Only effective when background generation is enabled.

BricsCAD only

Type:	Boolean

Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Disable parallel generation of drawing views On (1): Enable parallel generation of drawing views

7.175 DRAWINGVIEWENTS system variable

7.175.1 Additional entities

Controls entities that will be processed in drawing views created by VIEWBASE command.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Disable displaying of the Points On (1): Point (appearance is controlled by PDSIZE and PDMODE)

7.176 DRAWINGVIEWPRESET system variable

7.176.1 Drawing view preset

Controls the view preset for the VIEWBASE command.

Presets specify the types of generated drawings and their placement in the layout.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	None

7.177 DRAWINGVIEWPRESETHIDDEN system variable

7.177.1 Drawing view hidden lines preset

Controls the 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

7.178 DRAWINGVIEWPRESETSCALE system variable

7.178.1 Scale for drawing view preset

Controls the annotation scale for the current drawing view preset.

BricsCAD only

Type:	String
Saved in:	Registry

7.179 DRAWINGVIEWPRESETTANGENT system variable

7.179.1 Drawing view tangent lines preset

Controls the tangent 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 tangent lines preset On (1): Store the current tangent lines preset

7.180 DRAWINGVIEWPRESETTRAILING system variable

7.180.1 Drawing view trailing lines preset

Controls the trailing lines preset for the 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

7.181 DRAWINGVIEWQUALITY system variable

7.181.1 Quality of drawing views

Controls the quality of views created with the VIEWBASE command.

Turn off to significantly reduce the time needed to generate drawing views. Views with draft-quality geometry are created, it is not possible to put annotations on the edges of entities in these views. 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 options:	0: Draft quality 1: High quality

7.182 DRAWORDERCTL system variable

7.182.1 Draworder control

Controls draw order functionality. Limits the draw order, use if some editing operations take slightly longer.

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

Default value:	3
Possible values:	1: Default display of entities with draw order 2: Draw order inheritance

7.183 DROPGEOMMODE system variable

7.183.1 Drop geometry mode

Enables or disables the internal DROPGEOM command. If enabled, geometry can be dragged by clicking and holding the primary mouse button.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Disable DROPGEOM. On (1): Enable DROPGEOM.

7.184 DWFFORMAT system variable

7.184.1 Default DWF format

Controls the default export format for the 3DDWF command.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	1
Possible options:	0: DWF 1: DWFx

7.185 DWFFRAME system variable

7.185.1 DWF frame

Controls the visibility of DWF or DWFx underlay frames, if the FRAME system variable is set to **Use individual system variables** (3).

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

7.186 DWFOSNAP system variable

7.186.1 DWF entity snap

Enables entity snap for 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

7.187 DWFVERSION system variable

7.187.1 DWF version

Controls the DWF export version.

BricsCAD only

Type:	Short
Saved in:	Preference

Range:	1 to 10
Default value:	2
Possible options:	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

7.188 DWGCHECK system variable

7.188.1 Drawing check

Executes an automatic data integrity check when a drawing is opened.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible options:	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

7.189 DWGCODEPAGE system variable

7.189.1 Drawing codepage (Read Only)

Displays the drawing code page, same as the SYSCODEPAGE system variable.

Type:	String
Saved in:	Drawing

7.190 DWGGUIDCLOUDAI system variable

7.190.1 Drawing Guid

Unique GUID (Globally Unique Identifier) for this drawing.

BricsCAD only

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

7.191 DWGNAME system variable

7.191.1 Drawing name (Read Only)

The name of the current drawing.

Type:	String
Saved in:	Not saved

7.192 DWGPREFIX system variable

7.192.1 Drawing prefix (Read Only)

The folder path of the current drawing.

Type:	String Standard
Saved in:	Not saved

7.193 DWGTITLED system variable

7.193.1 Drawing titled (Read Only)

Shows if the current drawing has been named.

Type:	Boolean
Saved in:	Not saved

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

7.194 DXEVAL system variable

7.194.1 Data extraction update mode

Controls the notification for data extraction tables.

Type:	Short
Saved in:	Drawing
Range:	0 to 511
Default value:	12
Possible values:	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

7.195 DXFTEXTADJUSTALIGNMENT system variable

7.195.1 DXF text adjust alignment

Controls if alignment is adjusted when text is loaded from a DXF.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don’t adjust alignment On (1): Adjust alignment

7.196 DYNCONSTRAINTMODE system variable

7.196.1 Dynamic Constraint Mode

Displays hidden dimensional constraints when constrained entities are selected.

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

7.197 DYNDIGRIP system variable

7.197.1 Show dynamic dimensions

Controls which dynamic dimensions are shown.

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

7.198 DYNDIMAPERTURE system variable

7.198.1 Dynamic dimension aperture

Controls the radius around the cursor, used to detect the nearest entity during a command, in pixels.

Applies only when the DYNMODE system variable is set to **Nearest entity dynamic dimensions**.

Values between 1 and 500 are accepted.

BricsCAD only

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

7.199 DYNDIMCOLORHOT system variable

7.199.1 Dynamic dimension hot color

The color of dynamic dimensions, during a grip move action.

Values between 1 and 255 are accepted.

BricsCAD only

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

7.200 DYNDIMCOLORHOVER system variable

7.200.1 Dynamic dimension hover color

The color of dynamic dimensions, when the cursor hovers over a grip point.

Values between 1 and 255 are accepted.

BricsCAD only

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

Default value:	142

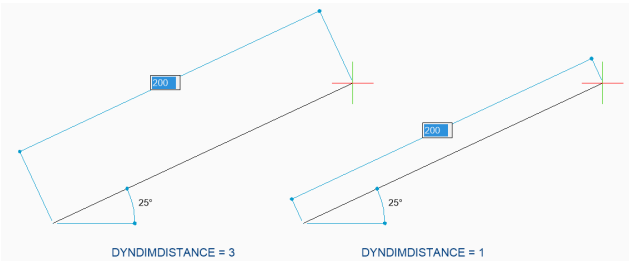
7.201 DYNDIMDISTANCE system variable

7.201.1 Dynamic dimension distance

Controls the position of the dynamic dimension box - the offset distance from the entity.

BricsCAD only

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



7.202 DYNDIMLINETYPE system variable

7.202.1 Dynamic dimension linetype

Controls the linetype visualization of dynamic dimensions during a grip move action.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	-1 to 2
Default value:	0

Possible options:	-1: Current 0: Continuous 1: Dotted 2: Dashed

7.203 DYNDIVIS system variable

7.203.1 Dynamic dimension visibility

Controls which dynamic dimensions are displayed when grips are moved.

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

7.204 DYNINPUTTRANSPARENCY system variable

7.204.1 Transparency of dynamic input fields

Controls the transparency of dynamic input fields, as a percentage.

- A value of zero means fully transparent.
- A value of 100 means fully opaque.

BricsCAD only

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

7.205 DYNMODE system variable

7.205.1 Dynamic input mode

Toggles dynamic input features on/off.

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

Note:

- When DYNMODE is set to a negative value, all dynamic input features are turned off, but the corresponding value is stored.
- Click **Dynamic Input** (DYN) on the status bar to toggle the value of the DYNMODE system variable between positive and negative.

7.206 DYNPICOORDS system variable

7.206.1 Default mode for dynamic coordinates input

The default mode for coordinate entry, during dynamic input.

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

7.207 DYNPROMPT system variable

7.207.1 Dynamic input command prompts

Display command prompts in dynamic input tooltips.

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

Note: The On value of the DYNPROMPT system variable is ignored if bitcode 1 (not yet supported) or 2 of the DYNMODE system variable are not selected.

8. E

8.1 EDGEMODE system variable

8.1.1 Edge mode

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

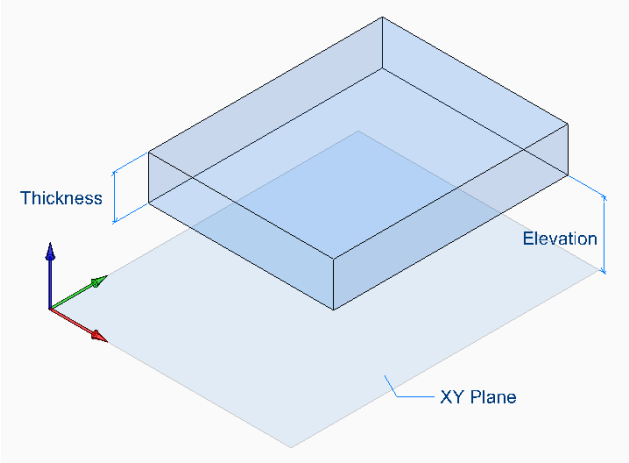
Type:	Boolean
Saved in:	Registry
Default value:	0
Possible values:	Off (0): Use the selected edge without an extension On (1): Extend or trim the selected entity to an imaginary extension of the cutting or boundary edge

8.2 ELEVATION system variable

8.2.1 Elevation

The elevation (Z-axis) 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

Enables grip to grip attraction during move or modify actions on a grip point.

Note: The OSMODE system variable may override this behavior.

BricsCAD only

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

8.4 ENABLEBIMBKUPDATE system variable

8.4.1 Enable section update in background

Enables section update in the background, see the BIMBKUPDATE command.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	0

8.5 ENABLEHYPERLINKMENU system variable

8.5.1 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

8.6 ENABLEHYPERLINKTOOLTIP system variable

8.6.1 Hyperlink tooltip

Toggles the display of the hyperlink tooltip on/off.

BricsCAD only

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

8.7 ERRNO system variable

8.7.1 Error number (Read Only)

Reports the error type of a LISP program.

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

8.8 EXPERIMENTALMODE system variable

8.8.1 Enable experimental features

You may experience bugs or performance issues in BricsCAD when the experimental mode is enabled. We encourage you to report them. Experimental features can change or be removed from future versions.

BricsCAD only

Type:	Boolean
Saved in:	Registry

Default value:	0
Possible values:	0: Disable the **Experimental mode** 1: Enable the **Experimental mode**

8.9 EXPERIMENTALONSTARTPAGE system variable

8.9.1 Experimental features on start page

Switch to control whether experimental features can be managed from the start page.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	1
Possible values:	0: Experimental features cannot be managed from the start page 1: Experimental features can be managed from the start page

8.10 EXPERT system variable

8.10.1 Expert

Controls the display of certain prompts. If prompts are suppressed, continues as though y(es) was entered. Can affect scripts, menu macros, LISP and command functions.

Type:	Short
Saved in:	Not saved
Range:	0 to 5
Default value:	0
Possible options:	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

8.11 EXPINSALIGN system variable

8.11.1 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

8.12 EXPINSANGLE system variable

8.12.1 Explorer Insert Angle

The rotation angle used for blocks inserted from the Drawing Explorer.

Applies if the EXPINSFIXANGLE system variable is switched on.

BricsCAD only

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

8.13 EXPINSFIXANGLE system variable

8.13.1 Explorer Insert Fix Angle

Uses a rotation angle for blocks inserted from the Drawing Explorer. See also the EXPINSANGLE system variable.

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

8.14 EXPINSFIXSCALE system variable

8.14.1 Explorer Insert Fix Scale

Inserts blocks from Drawing Explorer at a fixed scale.

See the EXPINSSCALE system variable.

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

8.15 EXPINSSCALE system variable

8.15.1 Explorer Insert Scale

The scale multiplier used for blocks inserted from the Drawing Explorer.

Applies if the EXPINSFIXSCALE system variable is switched on (1).

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	1.0

8.16 EXPLMODE system variable

8.16.1 Explode mode

Enables the EXPLODE command on 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

8.17 EXPORT3DPDFWRITER system variable

8.17.1 3D PDF writer

Controls the writer used to save 3D PDF files.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	2
Possible options:	0: Always use Communicator 3D PDF writer 1: Always use Mechanical 3D PDF writer 2: Prefer Communicator writer when available

8.18 EXPORTACISASSEMBLYWRITER system variable

8.18.1 ASAT/ASAB writer

Controls the writer used to save ACIS assembly files when exporting in unattended mode.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	2
Possible options:	0: Always use Communicator ACIS assembly file writer 1: Always use Native ACIS assembly file writer 2: Prefer Communicator writer when available

8.19 EXPORTACISWRITER system variable

8.19.1 SAT/SAB writer

Controls the writer used to save ACIS files when exporting in unattended mode.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible options:	0: Always use Communicator ACIS file writer 1: Always use Native ACIS file writer 2: Prefer Communicator writer when available

8.20 EXPORTACISFORMATVERSION system variable

8.20.1 ACIS export format version

Controls the ACIS file version to export to.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 19
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 15: 2022 16: 2023 17: 2024 18: 2025 19: 2026

8.21 EXPORTCATIAV4FORMATVERSION system variable

8.21.1 CATIA V4 export format version

Controls CATIA V4 file version to export to.

Type:	Short
Saved in:	Registry
Range:	0 to 6
Default value:	0
Possible options:	0: Latest available 1: 4.1.9 2: 4.2.0 3: 4.2.1 4: 4.2.2 5: 4.2.3 6: 4.2.4

8.22 EXPORTCATIAV5FORMATVERSION system variable

8.22.1 CATIA V5 export format version

Controls CATIA V5 file version to export to.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 21
Default value:	0
Possible options:	0: Latest available 1: CATIA V5 R16 2: CATIA V5 R17 3: CATIA V5 R18 4: CATIA V5 R19 5: CATIA V5 R20 6: CATIA V5 R21 7: CATIA V5 R22 8: CATIA V5 R23 9: CATIA V5 R24 10: CATIA V5 R25 11: CATIA V5-6 R2016 12: CATIA V5-6 R2017 13: CATIA V5-6 R2018 14: CATIA V5-6 R2019 15: CATIA V5-6 R2020 16: CATIA V5-6 R2021 17: CATIA V5-6 R2022 18: CATIA V5-6 R2023 19: CATIA V5-6 R2024 20: CATIA V5-6 R2025 21: CATIA V5-6 R2026

8.23 EXPORTGEOMETRYFLAGS system variable

8.23.1 Export Geometry Flags

Controls how geometry representations in IGES and STEP formats are exported.

Type:	Short

Saved in:	Registry
Range:	0 to 15
Default value:	0
Possible options:	01: Convert Analytical Curves to Splines 02: Convert Analytical Surfaces to Splines 04: Split Pcurves at G1 Discontinuities (Mac only) 08: Split Periodic Faces

8.24 EXPORTHIDDENPARTS system variable

8.24.1 Hidden parts

Controls how hidden parts are exported.

Entities can be invisible because of:

- The result of the HIDEOBJECTS command.
- Sitting on a hidden layer.
- Owned by an invisible component.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible options:	**0: Export and hide if possible**: Exports hidden entities. If the target format supports hidden entities, hidden entities in the source document will be hidden also in target document. **1: Do not export**: Invisible entities are skipped.

8.25 EXPORTMODELSPACE system variable

8.25.1 Export model space

Controls what part of model space to export to DWF, DWFx or PDF.

Type:	Short

Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible options:	0: Display 1: Extents 2: Window

Note: The EXPORTMODELSPACE, EXPORTPAPERSPACE and EXPORTPAGESETUP system variables currently are dummies for DWF exports.

8.26 EXPORTPAGESETUP system variable

8.26.1 Export page setup

Toggles the page setup for DWF, DWFx or PDF export.

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

Note: The EXPORTMODELSPACE, EXPORTPAPERSPACE and EXPORTPAGESETUP system variables currently are dummies for DWF exports.

8.27 EXPORTPAPERSPACE system variable

8.27.1 Export paper space

Controls which layout(s) to export to DWF, DWFx or PDF, from paper space.

Type:	Short
Saved in:	Drawing

Range:	0 to 1
Default value:	0
Possible options:	0: Current layout 1: All layouts

Note: The EXPORTMODELSPACE, EXPORTPAPERSPACE and EXPORTPAGESETUP system variables currently are dummies for DWF exports.

8.28 EXPORTPARASOLIDFORMATVERSION system variable

8.28.1 Parasolid export format version

Controls the Parasolid file version to export to.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 27
Default value:	0

Possible options:	0: Latest available 1: Parasolid 12 2: Parasolid 13 3: Parasolid 14 4: Parasolid 15 5: Parasolid 16 6: Parasolid 17 7: Parasolid 18 8: Parasolid 19 9: Parasolid 20 10: Parasolid 21 11: Parasolid 22 12: Parasolid 23 13: Parasolid 24 14: Parasolid 25 15: Parasolid 26 16: Parasolid 27 17: Parasolid 28 18: Parasolid 29 19: Parasolid 30 20: Parasolid 31 21: Parasolid 32 22: Parasolid 33 23: Parasolid 34 24: Parasolid 35 25: Parasolid 36 26: Parasolid 37 27: Parasolid 38

8.29 EXPORTPRODUCTSTRUCTURE system variable

8.29.1 Product structure

Controls if a product structure is exported.

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

Possible options:	**0: No product structure**: Exports a flat structure without components in the target document, whether the BricsCAD document has a product structure or not. **1: Export product structure**: Exports the BricsCAD product structure data (if existing) to the target document.

Note: The option [1] is valid for Pro (or higher) license level. It works as [0] otherwise.

8.30 EXPORTSTEPFORMATVERSION system variable

8.30.1 STEP export format version

Controls the STEP file version to export to.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1
Possible options:	0: AP203 1: AP214 2: AP242

8.31 EXPORTXCGMFORMATVERSION system variable

8.31.1 XCGM export format version

Controls the XCGM file version to export to.

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

Possible options:	0: Latest available 1: CGM R2013x 2: CGM R2014 3: CGM R2014x 4: CGM R2015x B1 5: CGM R2015x B5 6: CGM R2015x B5 SP1 7: CGM R2016 1.0 8: CGM R2016 1.1 9: CGM R2017 1.0 10: CGM R2017 1.1 11: CGM R2018 1.0 12: CGM R2018 1.1 13: CGM R2019 1.0 14: CGM R2020 1.0 15: CGM R2021 1.0 16: CGM R2022 1.0 17: CGM R2023 1.0 18: CGM R2024 1.0

8.32 EXTMAX system variable

8.32.1 Extents maximum (Read Only)

The drawing extents' upper-right coordinate.

It increases as new entities are created outside the existing extents.

Type:	3D point
Saved in:	Drawing

8.33 EXTMIN system variable

8.33.1 Extents minimum (Read Only)

The drawing extents' lower-left coordinates.

Type:	3D point
Saved in:	Drawing

8.34 EXTNAMES system variable

8.34.1 Extend names

Controls the maximum characters for the names of named entities (for example: 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

8.35 EXTRUDEINSIDE system variable

8.35.1 Extrude behavior inside

Controls how new entities, modify a parent entity when they intersect. Applies to entities as they are created with the EXTRUDE and REVOLVE commands, when the **Auto** option is selected.

A parent entity is any entity that touches the contour from which the extruded/revolved entity was created.

The EXTRUDEINSIDE system variable is one of the four system variables found under the **Extrude mode** group.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 2
Default value:	0 - for Workspaces Drafting and Modeling 1 - for Workspaces Mechanical and BIM
Possible options:	0: Do not modify 1: Subtract created entity from parent 2: Unite created entity with parent

8.36 EXTRUDEOUTSIDE system variable

8.36.1 Extrude behavior outside

Controls how new entities, modify a parent entity when they touch. Applies to entities as they are created with the EXTRUDE and REVOLVE commands, when the **Auto** option is selected.

A parent entity is any entity that touches the contour from which extruded/revolved entity was created.

The EXTRUDEOUTSIDE system variable is one of the four system variables found under the **Extrude mode** group.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 2
Default value:	0 - for Workspaces Drafting and Modeling 1 - for Workspaces Mechanical and BIM
Possible options:	0: Do not modify 1: Subtract the new entity from the existing entity 2: Unite the entities

9. F

9.1 FACETRATIO system variable

9.1.1 Faceting aspect ratio

Controls 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 options:	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

Controls the smoothness of shaded, rendered and hidden line views.

Values between 0.01 and 10.0 are accepted. Large values can have a significant impact on memory usage and performance.

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

Note: When a heavy drawing is stored with an inconveniently high FACETRES value, it can be difficult to open. Turning off the SPAUSEFACETRES system variable overrides FACETRES and applies the settings from MODELERPROPERTIES. See the **SPAUSEFACETRES system variable** and **MODELERPROPERTIES command** articles for more information.

9.3 FBXEXPORTCAMERAS system variable

9.3.1 FBX Export Cameras

Enables the export of cameras to FBX.

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

Enables the export of entities to FBX.

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

Controls which entities are exported to FBX.

BricsCAD only

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

Possible options:	0: Visible Entities 1: Selected Entities

9.6 FBXEXPORTLIGHTS system variable

9.6.1 FBX Export Lights

Enables the export of lights to FBX.

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

Enables the export of materials to FBX.

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

Sets the material type used for an FBX file export.

BricsCAD only

Type:	Short

Saved in:	Preference
Range:	0 to 2
Default value:	0
Possible options:	0: Embed 1: Reference 2: Copy textures to location

9.9 FBXEXPORTTEXTURESPATH system variable

9.9.1 Fbx Export Textures path

The file path for FBX Export Textures.

This setting is only used when the FBXEXPORTTEXTURES system variable is set to 2.

BricsCAD only

Type:	String Standard
Saved in:	Preference

9.10 FBXVERSION system variable

9.10.1 FBX version

Controls the FBX export version.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 2
Default value:	1
Possible options:	1: FBX binary file. 2: FBX ASCII file.

Note: The FBXVERSION system variable sets the FBX file format when the EXPORT command runs from a script or when file dialog boxes are disabled (FILEDIA = 0).

9.11 FEATURECOLORS system variable

9.11.1 Feature colors

Colors sheet metal parts based on feature type.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	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

9.12 FIELDDISPLAY system variable

9.12.1 Field display

Applies a gray fill behind field text.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): No gray background On (1): Gray background

9.13 FIELDEVAL system variable

9.13.1 Field update mode

Controls the way fields are updated.

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

Note: Date fields are only updated by the UPDATEFIELD command; they are not automatically updated based on the FIELDEVAL system variable value.

9.14 FILEDIA system variable

9.14.1 File dialog

Toggles the display of file dialog boxes. If off, enter a tilde (~) to bring up the file dialog. This also works for LISP functions and command fields in tool definitions.

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

9.15 FILLETRAD system variable

9.15.1 Fillet radius

The last radius used with the FILLET command.

Type:	Real
Saved in:	Drawing
Default value:	0.5 - If MEASUREMENT=0 and INSUNITS=inches 10.0 - If MEASUREMENT=1 and INSUNITS=millimeters

9.16 FILLETWELDINGCOMBINEADJACENT system variable

9.16.1 Combine adjacent fillet welds

Makes it possible to combine adjacent fillet weld segments into one fillet welding feature.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	On
Possible values:	Off (0): Don't combine adjacent fillet weld segments. On (1): Combine adjacent fillet weld segments.

9.17 FILLETWELDINGMAXGAPRATIO system variable

9.17.1 Maximal ratio of a gap to a weld size

Sets the default maximal ratio of a gap between a welding part and the fillet weld size, see the FILLETWELDINGZSIZE system variable.

Values between 0.0 and 0.8 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0 to 0.8
Default value:	0.4

9.18 FILLETWELDINGZSIZE system variable

9.18.1 Default fillet weld Z size

Sets default Z-size of symmetric fillet welds.

Values between 0 and 50 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0 to 50

Default value:	5

9.19 FILLMODE system variable

9.19.1 Fill mode

Shows fills for multilines, traces, solids, hatches (includes solid-fill), and wide polylines.

A REGEN is required.

If 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

9.20 FITLINEFITARCMODE system variable

9.20.1 FitLine FitArc mode

The FITLINEFITARCMODE system variable sets the values for the options **Use entire drawing**, **Fit in 3d**, and **Delete original entities after fitting**, that are used by the FITLINE and FITARC commands. The value is stored as a bit code using the sum of the values of all selected options.

Note: This system variable is only available at the Command line.

Type:	Byte
Saved in:	Registry
Range:	0 to 255
Default value:	0
Possible options:	0: None 1: Use entire drawing 2: Fit in 3D 4: Delete original entities after fitting

9.21 FITTINGRADIUSTYPE system variable

9.21.1 Fitting Radius Type

Sets the default flow fitting radius type.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0
Possible options:	(0): Profile Width Ratio (1): Absolute Value

9.22 FITTINGRADIUSVALUE system variable

9.22.1 Fitting Radius Value

Sets default flow fitting radius value.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	1.5

9.23 FLANGEASMDEFAULTGASKET system variable

9.23.1 Default gasket

Controls the default gasket for flange assemblies.

BricsCAD only

Type:	String
Saved in:	Drawing
Default value:	ASME B16.21 Gasket FullFace for ASME B16.5

9.24 FONTALT system variable

9.24.1 Alternate font

The substitute font used when a text font cannot be found.

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

Note:

- This system variable specifies the substitute font used when a text font cannot be found.
- If a font is missing and no replacements are defined in the default.fmp or fontalt.fmp files, BricsCAD uses the **simplex.shx**, which is set by default by the FONTALT system variable.
- When FONTALT cannot replace the missing font, the operating system tries to substitute it. If the operating system also cannot find a replacement, the text appears as ???.
- It is recommended to always use the original font to maintain a consistent visual appearance across different platforms. In addition, it is recommended to choose fonts that support the language in which the text is written.

9.25 FONTALTMAP system variable

9.25.1 Font mapping optional file

The font mapping file for missing fonts.

BricsCAD only

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

Note:

- This system variable specifies the font mapping file for missing fonts.
- When a replacement is defined in the fontalt.fmp file, it is only applied if the original font is missing. BricsCAD already includes some suggested replacements in this file.
- If a font is missing and no replacements are defined in the default.fmp or fontalt.fmp files, BricsCAD uses the **simplex.shx**, which is set by default by the FONTALT system variable.

- It is recommended to always use the original font to maintain a consistent visual appearance across different platforms. In addition, it is recommended to choose fonts that support the language in which the text is written.

9.26 FONTMAP system variable

9.26.1 Font mapping file

The font mapping file for existing fonts.

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

Note:

- This system variable specifies the font mapping file.
- A font mapping file has one font mapping per line.
- The semicolon (;) separates the original font used in the drawing from the font that replaces it.
- If a font style is written without an extension, the mapping is done for styles containing the font map with SHX and TTF extensions.
- **Example:**
  - If you have a line, such as font;simplex.shx, the mapping is done for styles containing **font.shx** and **font.ttf**, using **simplex.shx**.
  - If the mapping includes an extension, such as font.shx;simplex.shx, the mapping to **simplex.shx** will work for styles including **font.shx** but not for **font.ttf**.
- When a replacement is specified in the default.fmp file, the specified font is always used, even if the original font is available.
- If a font is missing and no replacements are defined in the default.fmp or fontalt.fmp files, BricsCAD uses the **simplex.shx**, which is set by default by the FONTALT system variable.
- It is recommended to always use the original font to maintain a consistent visual appearance across different platforms. In addition, it is recommended to choose fonts that support the language in which the text is written.

9.27 FRAME system variable

9.27.1 Frame

Controls the visibility of frames for XRefs, images and underlays.

Overrides the IMAGEFRAME, DWFFRAME, PDFFRAME, DGNFRAME, and XCLIPFRAME system variables.

Type:	Short
Saved in:	Drawing
Range:	0 to 3
Default value:	3
Possible options:	0: Hide frames 1: Display and plot frames 2: Display but do not plot frames 3: Use individual system variables

9.28 FRAMESELECTION system variable

9.28.1 Frame selection

Controls if the hidden frame of an image, underlay, clipped XRefs, 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

9.29 FRONTZ system variable

9.29.1 Front clipping plane offset

Displays the **CLipping** option of the DVIEW command.

Type:	Real
Saved in:	Drawing
Default value:	0.0

9.30 FULLOPEN system variable

9.30.1 Full open (Read Only)

Indicates the state of the current drawing.

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

10. G

10.1 GEARTEETHNUMBER system variable

10.1.1 Maximum number of sproket teeth

Controls the number of teeth for sprockets, during the -BMHARDWARE command. Use this option to insert sprockets with simplified or full geometry.

Values between 0 and 1000 are accepted.

Note: This number must be greater or equal to the number of teeth of the inserted sproket to create a sproket with full geometry. 1000 is enough to insert any sproket from the library with a full set of teeth.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	1

10.2 GENERATEASSOCATTRS system variable

10.2.1 Generate associative attributes

Enables the generation of associative attributes on 3D entities.

BricsCAD only

Type:	Boolean
Saved in:	Workspace
Default value:	Off ***Note:*** The default value is On for **Mechanical** and **BIM** workspaces.
Possible values:	Off (0): Do not generate associative attributes for 3D entities On (1): Generate associative attributes for 3D entities

10.3 GENERATEASSOCVIEWS system variable

10.3.1 Generate associative drawings

Enables associative dimensions for drawings generated with the BIMSECTIONUPDATE, VIEWBASE and VIEWSECTION commands.

As a result, dimensions are updated in the associated Paper Space viewports and BIM section drawings.

BricsCAD only

Type:	Boolean
Saved in:	Workspace
Default value:	On ***Note:*** The default value is Off for **2D Drafting**, **2D Drafting (Modern)** and **Toolbars (Classic)** workspaces.
Possible values:	Off (0): Deactivate associative dimensions On (1): Activate associative dimensions

10.4 GEOCSMAPPRIORITY system variable

10.4.1 CSMAP priority

Controls priority of CSMAP engine over internal engine.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Internal engine is preferred, with CSMAP as fallback On (1): CSMAP engine is preferred, with internal as fallback

10.5 GEOLATLONGFORMAT system variable

10.5.1 Geographic latitude/longitude format

Controls the format of geographical latitude and longitude values.

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

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

10.6 GEOMAPHYBRIDMODE system variable

10.6.1 Online map style

Controls online hybrid map style.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	1
Possible options:	0: ESRI Imagery Labels style 1: Open Hybrid Detail style

10.7 GEOMAPMODE system variable

10.7.1 Online map style

Reports the online maps style for the active viewport.

Type:	Short
Saved in:	Drawing
Default value:	0
Possible options:	0: Online maps are not displayed. 1: The online maps style is set to Aerial. 2: The online maps style is set to Road. 3: The online maps style is set to Hybrid. 4: The online maps style is set to Esri Imagery. 5: The online maps style is set to Esri Open Street Map. 6: The online maps style is set to Esri Streets. 7: The online maps style is set to Esri Light Gray. 8: The online maps style is set to Esri Dark Gray.

10.8 GEOMAPOSMMODE system variable

10.8.1 Online open street map style

Online open street map style.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	1
Possible options:	0: ESRI Open Street Maps 1: Open Street Maps

10.9 GEOMARKERVISIBILITY system variable

10.9.1 Geographic marker visibility

Controls 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

10.10 GEOMRELATIONS system variable

10.10.1 Geometric relationship indication

Controls if geometric relationships are recognized and maintained when a 2D entity is dragged.

BricsCAD only

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

Default value:	0
Possible options:	1: Recognize tangent relationships 2: Recognize perpendicular relationships

10.11 GETSTARTED system variable

10.11.1 Get Started

Controls if the **Trial Startup Setup** dialog box is displayed on startup.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Do not show **Trial Startup Setup** dialog box On (1): Show **Trial Startup Setup** dialog box

10.12 GFANG system variable

10.12.1 Gradient fill angle

Controls the default gradient fill angle.

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

10.13 GFCLR1 system variable

10.13.1 Gradient fill primary color

Controls the default first color of a gradient fill.

Type:	String
Saved in:	Not saved

Default value:	5

10.14 GFCLR2 system variable

10.14.1 Gradient fill secondary color

Controls the default second color of a gradient fill.

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

10.15 GFCLRLUM system variable

10.15.1 Gradient fill tint level

Controls the default tint intensity in a one-color gradient fill.

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

10.16 GFCLRSTATE system variable

10.16.1 Number of colors for a gradient fill

Controls the default number of colors for a gradient fill.

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

10.17 GFNAME system variable

10.17.1 Gradient fill name

Controls the pattern of a gradient fill.

Type:	Short
Saved in:	Not saved
Range:	1 to 9
Default value:	1
Possible options:	1: LINEAR 2: CYLINDER 3: INVCYLINDER 4: SPHERICAL 5: HEMISPHERICAL 6: CURVED 7: INVSPHERICAL 8: INVHEMISPHERICAL 9: INVCURVED

10.18 GFSHIFT system variable

10.18.1 Gradient fill shift

Controls if a gradient fill pattern 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

10.19 GLSWAPMODE system variable

10.19.1 GL Swap Mode

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

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 4
Default value:	2
Possible options:	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.

10.20 GRADIENTCOLORBOTTOM system variable

10.20.1 Background gradient color bottom

Controls the default bottom color for gradient backgrounds and the default for solid view backgrounds.

BricsCAD only

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

10.21 GRADIENTCOLORMIDDLE system variable

10.21.1 Background gradient color middle

Controls the default middle color for gradient backgrounds.

Applies only if the GRADIENTMODE system variable is set to **Three-color gradient**.

BricsCAD only

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

10.22 GRADIENTCOLORTOP system variable

10.22.1 Background gradient color top

Controls the default top color for gradient backgrounds.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	White

10.23 GRADIENTMODE system variable

10.23.1 Background gradient mode

Controls if and how a gradient is applied in the default background. Can be adjusted in the **Background** dialog box.

BricsCAD only

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

10.24 GRIDAXISCOLOR system variable

10.24.1 Grid axis color

Controls the color of the grid axis lines.

BricsCAD only

Type:	Short
Saved in:	Registry

Range:	1 to 255
Default value:	254

10.25 GRIDDISPLAY system variable

10.25.1 Grid display

Controls how the grid is displayed.

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

10.26 GRIDMAJOR system variable

10.26.1 Grid major

Controls the frequency of major versus minor grid lines.

Values between 1 and 100 are accepted.

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

10.27 GRIDMAJORCOLOR system variable

10.27.1 Grid major color

Controls the color of the major grid lines.

BricsCAD only

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

10.28 GRIDMINORCOLOR system variable

10.28.1 Grid minor color

Controls the color of the minor grid lines.

BricsCAD only

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

10.29 GRIDMODE system variable

10.29.1 Grid mode

Turns the grid on.

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

10.30 GRIDSTYLE system variable

10.30.1 Grid style

Controls if the grid is displayed as dots or lines.

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

10.31 GRIDUNIT system variable

10.31.1 Grid unit

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

Type:	2D point
Saved in:	Drawing
Default value:	0.5,0.5 - If MEASUREMENT=0 and INSUNITS=inches 10.0,10.0 - If MEASUREMENT=1 and INSUNITS=millimeters

10.32 GRIDXYZTINT system variable

10.32.1 Grid XYZ tint

Applies the UCS axis colors for grid lines. See also the COLORX, COLORY and COLORZ system variables.

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

10.33 GRIPBLOCK system variable

10.33.1 Grips in blocks

Displays grips on entities inside a block, when a block is selected.

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 on entities within the block On (1): Display grips on entities within the block

10.34 GRIPCOLOR system variable

10.34.1 Grip color

Controls the color of unselected grips.

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

10.35 GRIPDYNCOLOR system variable

10.35.1 Dynamic grip color

Controls the color of custom grips for dynamic blocks.

Type:	Short

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

10.36 GRIPHOT system variable

10.36.1 Selected grip color

Controls the color of selected grips.

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

10.37 GRIPHOVER system variable

10.37.1 Hover grip color

Controls the color of an unselected grip, when the cursor hovers over it.

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

10.38 GRIPOBJLIMIT system variable

10.38.1 Grip entity limit

Sets the maximum number of grips to display for a selection.

Values between 0 and 32767 are accepted.

- The display of grips is suppressed if the number of selected entities exceeds the value of this system variable.
- If set to 0, grips are always displayed.

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

10.39 GRIPS system variable

10.39.1 Grips

Controls how grips display when entities are selected.

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

10.40 GRIPMULTIFUNCTIONAL system variable

10.40.1 Set Multifunctional Grip mode

Controls the multifunctional grip options.

Type:	Short
Saved in:	Registry
Default value:	3
Possible options:	(0): Multifunctional grip options are disabled (1): Multifunctional grip options can be cycled using Ctrl (2): Multifunctional grip options are displayed on a menu when hovering over a grip

10.41 GRIPSIZE system variable

10.41.1 Grip size

Controls the grip display size, in pixels.

Values between 1 and 255 are accepted.

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

10.42 GRIPTIPS system variable

10.42.1 Grip tips

Controls if 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

10.43 GSDEVICETYPE2D system variable

10.43.1 2D graphic system device

Sets current graphic system device used for wireframe.

GDI+ option is strongly recommended, extra options are available only for testing purposes.

BricsCAD only

Type:	Short
Saved in:	Preference

Range:	0 to 3
Default value:	0
Possible options:	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)

10.44 GSDEVICETYPE3D system variable

10.44.1 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 and Realistic, will always use RedOpenGL.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	1
Possible options:	0: OpenGL 1: RedOpenGL

11. H

11.1 HALOGAP system variable

11.1.1 Halo gap

Controls the value of the gap displayed if an entity is hidden by another entity. Applies to 2D views only.

Specified as a percent of one drawing unit, independent of the zoom level.

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

11.2 HANDLES system variable

11.2.1 Publish Handles (Read Only)

Shows if entity handles can be accessed by applications or not.

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 (Read Only)

Indicates the handle used to create new entities.

BricsCAD only

Type:	String
Saved in:	Not saved
Default value:	25

11.4 HATCHCREATION system variable

11.4.1 Hatch Creation Mode (Read Only)

Indicates if a hatch is currently being created.

Type:	Boolean
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): Indicates that no hatch is currently being created. On (1): Indicates that a hatch is currently being created.

11.5 HEALTHADVISOR system variable

11.5.1 Health advisor

Run drawing health in the background when opening drawings. A drawing will not be scanned again if it hasn't been changed since the last check.

Modify the routine by running the command HEALTHADVISORROUTINE.

Turn on TRAYNOTIFY and TRAYICONS to get notified when actionable results are found.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Do not run background advisor process On (1): Run background advisor process

11.6 HEALTHADVISORTIMEOUT system variable

11.6.1 Health advisor timeout (seconds)

Specifies the maximum time in seconds allowed for the background Healt Advisor to complete.

If the process exceeds this duration, it will be automatically terminated.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	60

11.7 HIDEPRECISION system variable

11.7.1 Hide and shade precision

Controls the accuracy of hides and shades. If on, uses double precision, more memory is needed, which might affect performance.

Type:	Short
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): Disable double precision On (1): Enable double precision

11.8 HIDESYSTEMPRINTERS system variable

11.8.1 System printers

Hides system printers.

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Do not hide system printers. On (1): Hide system printers.

11.9 HIDETEXT system variable

11.9.1 Hide text on HIDE

Controls if text can be hidden with the HIDE command.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	1
Possible options:	0: Text is not hidden and does not hide other entities 1: Text is hidden but does hide other entities

11.10 HIDEXREFSCALES system variable

11.10.1 Hide xref scales

Hides XRefs scales.

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

11.11 HIGHLIGHT system variable

11.11.1 Highlight

Highlights entities when they are selected.

Note: Does not affect entities selected with grips.

Type:	Boolean
Saved in:	Not saved
Default value:	On
Possible values:	Off (0): Do not highlight entity selection On (1): Highlight entity selection

11.12 HIGHLIGHT_ALPHA system variable

11.12.1 Highlighted area transparency

Controls the transparency of a filled area when selected.

Values between 0 and 100 are accepted. A value of zero means fully transparent. A value of 100 means fully opaque.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 100
Default value:	85

11.13 HIGHLIGHTCOLOR system variable

11.13.1 Selection Highlight Color

Controls the highlight color used when GLSelectionHighlightStyle is set to **Use a different color for highlight**.

Note: The HIGHLIGHTCOLOR system variable is effective only in the **2dWireframe** visual style.

BricsCAD only

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

11.14 HIGHLIGHTEFFECT system variable

11.14.1 Selection Highlight Style

Controls how entities are highlighted.

Note: The HIGHLIGHTEFFECT system variable is effective only in the **2dWireframe** visual style.

BricsCAD only

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

11.15 HLRNEXTGEN system variable

11.15.1 Next generation hidden line removal

Speed up parallel hidden line removal by using an experimental next generation algorithm.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Don't use next generation algorithm to speed up hidden line removal On (1): Use next generation algorithm to speed up hidden line removal (Experimental)

11.16 HORIZONBKG_ENABLE system variable

11.16.1 Horizon background

Controls if horizon background is shown in perspective views.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On

Possible values:	Off (0): Disable horizon background On (1): Enable horizon background

11.17 HORIZONBKG_GROUNDHORIZON system variable

11.17.1 Ground horizon

Controls the color of the ground horizon.

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

11.18 HORIZONBKG_GROUNDORIGIN system variable

11.18.1 Ground origin

Controls the color of the ground.

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

11.19 HORIZONBKG_SKYHIGH system variable

11.19.1 Sky high

Controls the color of the higher regions of the sky.

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

11.20 HORIZONBKG_SKYHORIZON system variable

11.20.1 Sky horizon

Controls 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 is below the "earth".

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

11.21 HORIZONBKG_SKYLOW system variable

11.21.1 Sky low

Controls the color of the lower regions of the sky.

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

11.22 HOTKEYASSISTANT system variable

11.22.1 Hotkey Assistant

Displays the Hotkey Assistant.

The Hotkey Assistant appears in the bottom-middle of the screen and displays keyboard shortcut tips, during some commands.

BricsCAD only

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

11.23 HPANG system variable

11.23.1 Hatch pattern angle

The hatch pattern angle.

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

11.24 HPANNOTATIVE system variable

11.24.1 Hatch pattern annotative

Controls if new hatch patterns are created as annotative hatch patterns.

Type:	Boolean
Saved in:	Not saved
Default value:	Off
Possible values:	Off (0): Do not create annotative patterns On (1): Create annotative patterns

11.25 HPASSOC system variable

11.25.1 Hatch pattern associativity

Controls if new hatch patterns and gradient fills are associative. 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): Associates hatch patterns and gradient fills with their boundaries

11.26 HPBACKGROUNDCOLOR system variable

11.26.1 Hatch background default color

The default hatch background color.

Enter '.' for none.

Type:	String
Saved in:	Drawing
Default value:	.

11.27 HPBOUND system variable

11.27.1 Hatch pattern boundary

Controls the entity type created by the BHATCH and BOUNDARY commands.

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

11.28 HPBOUNDRETAIN system variable

11.28.1 Hatch pattern boundary retain

Creates boundary entities for hatches and gradient fills.

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

Possible options:	0: Do not create boundary entities 1: Create boundary entities

11.29 HPCOLOR system variable

11.29.1 Hatch default color

Controls the default hatch foreground color.

Enter '.' to use the current color, defined by the CECOLOR system variables.

Type:	String
Saved in:	Drawing
Default value:	.

11.30 HPDOUBLE system variable

11.30.1 Hatch pattern doubling

Controls user-defined hatch pattern crosshatching.

- If on, creates a cross hatch.
- If off, creates a single hatch.

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

11.31 HPDRAWORDER system variable

11.31.1 Hatch pattern draw order

Controls the draw order of hatches and gradient fills, defined by the **Draw order** setting in the **Hatch and Gradient** dialog box.

Type:	Short

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

11.32 HPGAPTOL system variable

11.32.1 Hatch pattern gap tolerance

Controls the tolerance for a boundary created with the BHATCH or BOUNDARY commands. When zoomed in closely, boundary detection will fail. When zoomed so the contour 'looks' closed, the boundary is detectable.

Values between 0.0 and 500.0 are accepted.

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

11.33 HPISLANDDETECTION system variable

11.33.1 Hatch pattern island detection

Controls hatch creation when islands are within a hatch boundary.

Type:	Short
Saved in:	Not saved
Range:	0 to 2
Default value:	0

Possible options:	0: Nested - Hatches areas within islands. 1: Outer - Hatches areas outside of islands. 2: Ignore - Hatches whole the boundary.

11.34 HPLAYER system variable

11.34.1 Default layer for new hatches

The default layer for new hatches.

Type:	String
Saved in:	Drawing
Default value:	<Use Current>

11.35 HPLINETYPE system variable

11.35.1 Hatch pattern linetype

Applies non-continuous linetypes to hatch entities (decreases performance).

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

11.36 HPMAXAREAS system variable

11.36.1 Fill mode for sparse hatches

Converts sparse hatches to fills.

Type:	Short

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

11.37 HPMAXCONTOURPOINTS system variable

11.37.1 Maximum number of points on a hatch contour

Controls the maximum number of points on a contour (outline) that a hatch entity can contain and still render.

Values between 0 and 10,000,000 are accepted.

Hatches do not render if the number of points exceeds the specified value.

Setting to 0 disables the check, meaning the variable is not used.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 10000000
Default value:	100000

11.38 HPNAME system variable

11.38.1 Hatch pattern name

The default hatch pattern name.

Type:	String
Saved in:	Not saved

11.39 HPOBJWARNING system variable

11.39.1 Hatch pattern entity warning

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

Values between 1 and 100,000,000 are accepted.

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

11.40 HPORIGIN system variable

11.40.1 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

11.41 HPPICKMODE system variable

11.41.1 Hatch Boundary Pick Mode (Read Only)

Indicates the default method for identifying hatch areas.

Type:	Short
Saved in:	Registry
Default value:	0
Possible options:	0: Pick points within bounded areas. 1: Select boundary objects.

11.42 HPSCALE system variable

11.42.1 Hatch pattern scale

The default hatch pattern scale.

Type:	Real

Saved in:	Not saved
Default value:	1.0

11.43 HPSEPARATE system variable

11.43.1 Hatch pattern separate

Controls if separate hatches or a single hatch is created when several hatch boundaries are selected, during the HATCH command.

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

11.44 HPSPACE system variable

11.44.1 Hatch pattern spacing

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

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

11.45 HPTRANSPARENCY system variable

11.45.1 Default transparency for new hatches

The default transparency for new hatches, as a percentage.

Values accepted: ByLayer, ByBlock, '.' (use current), 0 (fully opaque), and 90 (maximum transparency).

Type:	String
Saved in:	Drawing

Default value:	.
Possible options:	.: Use current 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

11.46 HYPERLINKBASE system variable

11.46.1 Hyperlink base

The file path for relative hyperlinks in the drawing.

Type:	String Standard
Saved in:	Drawing

12. I

12.1 IFCEXPORTAUTHOR system variable

12.1.1 Export Author Name

Author name defined in the IFC file header.

BricsCAD only

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

12.2 IFCEXPORTAUTHORIZATION system variable

12.2.1 Export Authorization

Authorization defined in the IFC file header.

BricsCAD only

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

12.3 IFCEXPORTORGANIZATION system variable

12.3.1 Export Organization Name

Organization defined in the IFC file header.

BricsCAD only

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

12.4 IFCSETTINGSCONFIG system variable

12.4.1 IFC settings configuration

Specifies the name of the IFC settings configuration file.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	"bim_ifc_settings.xml"

12.5 IMAGECACHEFOLDER system variable

12.5.1 Image disk cache folder

The file path used to store temporary image cache file.

See the IMAGEDISKCACHE system variable.

BricsCAD only

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

12.6 IMAGECACHEMAXMEMORY system variable

12.6.1 Maximum used memory

Maximum size of the in-memory image cache, in MiB.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	160

12.7 IMAGEDISKCACHE system variable

12.7.1 Image disk cache

Stores temporary image cache files.

BricsCAD only

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

12.8 IMAGEFRAME system variable

12.8.1 Image frame

Controls the visibility of image frames, if the FRAME system variable is set to **Use individual system variables** (3).

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

12.9 IMAGEHLT system variable

12.9.1 Image highlight

Controls how an image is highlighted when selected.

- If on, highlights the whole image.
- If off, highlights the border only.

Type:	Boolean

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

12.10 IMAGENOTIFY system variable

12.10.1 Image notify

Displays a warning, when a drawing is opened, if there are missing raster images.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Disable image notification On (1): Enable image notification

12.11 IMPORTCATIAV5EDGEATTRIBUTES system variable

12.11.1 Import edge attributes mode

Controls the import of edge attributes, by edge type, during a Catia V5 import.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	1
Possible options:	0: None 1: Edges that are parts of wire entities 2: Edges that are owners of part PMI 3: All edges

12.12 IMPORTCATIAV5REPRESENTATION system variable

12.12.1 Import representation

Controls the data that the Communicator for BricsCAD imports during a Catia V5 import.

Preview graphics are only imported and shown if the COMMUNICATORBACKGROUNDMODE system variable is on.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1
Possible options:	0: Graphics 1: Geometry 2: Geometry with preview graphics

12.13 IMPORTCATIAV5SEARCHPATHSPREFERENCE system variable

12.13.1 Search path preference

Controls the priority of file paths during a Catia V5 import.

Note: This option is taken into account only when import in background is enabled (COMMUNICATORBACKGROUNDMODE system variable is ON).

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 3
Default value:	1
Possible options:	1: Sub-folders first 2: Root folder only 3: Root folder first

12.14 IMPORTCOLORS system variable

12.14.1 Translate colors

Controls how colors are converted during import.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1
Possible options:	0: To RGB 1: To RGB, if there is no matching palette index 2: To nearest palette index

- If 0: all entity colors will be converted to RGB, regardless of the current palette.
- If 1: if the entity color is found in the palette, the entity gets an index color. Otherwise, it is given a true color.
- If 2: for any true color of the imported entity, the nearest match is searched in the palette and this index color is assigned to the entity.

12.15 IMPORTCREOALTERNATESEARCHPATHS system variable

12.15.1 Alternate search paths

The alternate file used during a Creo import.

Separate values with semicolons (;).

Note: Paths must be absolute (fully qualified) and separated with a semicolon.

BricsCAD only

Type:	String
Saved in:	Registry

12.16 IMPORTCREOCONFIGURATION system variable

12.16.1 Import configuration

Sets the name of the configuration to import. If no configuration name is specified, then the part's default configuration is imported.

Note: A named configuration sets a collection of body entities in a part that can be imported as a group while suppressing the import of other body entities.

BricsCAD only

Type:	String
Saved in:	Registry

12.17 IMPORTCUIFILEEXISTS system variable

12.17.1 Import cui file exists

Controls what to do when a CUI file already exists, when a MNU or CUIX file is imported.

BricsCAD only

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

12.18 IMPORTHIDDENPARTS system variable

12.18.1 Hidden parts

Controls how hidden parts are imported.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	0

Possible options:	0: Import and hide 1: Import and set visible 2: Do not import

- If 0: all entities are imported; invisible entities are hidden. Note that currently there are no user tools to make these hidden entities visible again.
- If 1: all entities are imported and visible, regardless of the visibility in the source file.
- If 2: hidden entities in the source file are not imported.

12.19 IMPORTIGESSIMPLIFY system variable

12.19.1 Perform simplification

Automatically runs the DMSIMPLIFY command during an IGES import.

If on, overrides the IMPORTSIMPLIFY system variable on IGES models.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	1

12.20 IMPORTIGESSTITCH system variable

12.20.1 Perform stitching

Automatically runs the DMSTITCH command during an IGES import.

If on, overrides the IMPORTSTITCH system variable on IGES models.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	1

12.21 IMPORTINVENTORALTERNATESEARCHPATHS system variable

12.21.1 Alternate search paths

Controls the list of alternate file system paths used during an Inventor file import.

Separate values with semicolons (;).

Note: Paths must be absolute (fully qualified) and separated with semicolon.

BricsCAD only

Type:	String
Saved in:	Registry

12.22 IMPORTINVENTORSEARCHPATHSPREFERENCE system variable

12.22.1 Search paths preference

Controls the priority order of search paths during an Inventor file import.

Note: This option is taken into account only when import in background is enabled (COMMUNICATORBACKGROUNDMODE system variable is ON).

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 3
Default value:	1
Possible options:	1: Sub-folders first 2: Root folder only 3: Root folder first

12.23 IMPORTJTREPRESENTATION system variable

12.23.1 Import representation

Controls the data to import during a JT import.

Note: This option is only taken into account when import in background is enabled.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1

Possible options:	0: Graphics 1: Geometry 2: Geometry with graphics

12.24 IMPORTNXALTERNATESEARCHPATHS system variable

12.24.1 Alternate search paths

Controls the list of alternate file paths used during an NX import.

Separate values with semicolons (;).

Note: Paths must be absolute (fully qualified) and separated with semicolon.

BricsCAD only

Type:	String
Saved in:	Registry

12.25 IMPORTNXCONFIGURATION system variable

12.25.1 Import configuration

Sets the name of the configuration that should be imported. If no configuration name is specified, then the part's default configuration will be imported.

Note: A named configuration sets a collection of body entities in a part that can be imported as a group while suppressing the import of other body entities.

BricsCAD only

Type:	String
Saved in:	Registry

12.26 IMPORTNXSEARCHPATHSPREFERENCE system variable

12.26.1 Search paths preference

Controls the priority of file paths during an NX import.

Note: This option is taken into account only when import in background is enabled (COMMUNICATORBACKGROUNDMODE system variable is ON).

BricsCAD only

Type:	Short

Saved in:	Registry
Range:	1 to 3
Default value:	1
Possible options:	1: Sub-folders first 2: Root folder only 3: Root folder first

12.27 IMPORTPMI system variable

12.27.1 Product and manufacturing information

Enables the import of product and manufacture information.

Note: Currently, such information is imported as exploded data (lines, text, etc.) instead of compound entities (for example: annotations).

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	1

12.28 IMPORTPRODUCTSTRUCTURE system variable

12.28.1 Product structure

Controls the way a product structure is represented for an imported model.

As mechanical blocks automatically runs the BMMECH command after import.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2

Possible options:	0: None 1: As blocks 2: As mechanical blocks

- If 0: creates a flat structure without blocks in the model space of the target database, regardless of whether the imported data have an assembly structure or not.
- If 1: the imported data have an assembly structure, which will be converted into a hierarchy of plain blocks; so the structure will be preserved, while the assembly metadata are lost. If the imported data is composed of entities only, they are placed in the modelspace of the target database.
- If 2: in this mode, data will be translated to BricsCAD assembly data, the structure and its properties (physical materials – BLMATERIALS command). If the imported file has no assembly data, a mechanical block will nevertheless be created in the BricsCAD target document root.

12.29 IMPORTREPAIR system variable

12.29.1 Repair model on import

Automatically runs the DMAUDITALL command on imported models.

3D geometry is analyzed and problems are fixed automatically, in order to improve the quality of the imported geometry. Geometry modeled in CAD systems which use a kernel different from ACIS, often needs to be healed because of possible flaws.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Do not repair model on import On (1): Repair model on import

12.30 IMPORTSIMPLIFY system variable

12.30.1 Perform simplification

Automatically runs the DMSIMPLIFY command on imported models. See also the IMPORTIGESSIMPLIFY system variable.

Note: The IMPORTIGESSIMPLIFY system variable can set an override for the IGES file format.

- Convert imported splines into canonical surfaces.
- Simplify topology (remove imprinted edges) if possible.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	0

12.31 IMPORTSOLIDEDGEALTERNATESEARCHPATHS system variable

12.31.1 Alternate search paths

Controls the list of alternate file paths used during a Solid Edge file import.

Separate values with semicolons (;).

Note: Paths must be absolute (fully qualified) and separated with semicolon.

BricsCAD only

Type:	String
Saved in:	Registry

12.32 IMPORTSOLIDEDGESEARCHPATHSPREFERENCE system variable

12.32.1 Search paths preference

Controls the priority order of files paths during a Solid Edge file import.

Note: This option is taken into account only when import in background is enabled (COMMUNICATORBACKGROUNDMODE system variable is ON).

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 3
Default value:	1
Possible options:	1: Sub-folders first 2: Root folder only 3: Root folder first

12.33 IMPORTSOLIDEDGETRANSLATEFREECURVES system variable

12.33.1 Import free curves

Free curves are auxiliary curves that are not part of the model but are used during model construction.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	1
Possible values:	0: Do not import free curves 1: Import free curves

12.34 IMPORTSOLIDEDGETRANSLATEFREEPLANES system variable

12.34.1 Import free planes

Free planes are auxiliary reference planes, workplanes etc. that are not part of the model but are used during model construction.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	1
Possible values:	0: Do not import free planes 1: Import free planes

12.35 IMPORTSOLIDWORKSALTERNATESEARCHPATHS system variable

12.35.1 Alternate search paths

Controls the list of alternate file system paths to search during a SolidWorks® import.

Separate values with semicolons (;).

Note: Paths must be absolute (fully qualified) and separated with a semicolon.

BricsCAD only

Type:	String

Saved in:	Registry

12.36 IMPORTSOLIDWORKSCONFIGURATION system variable

12.36.1 Import configuration

Sets the name of the configuration that should be imported. If no configuration name is specified, then the part's default configuration will be imported.

Note: A named configuration sets a collection of body entities in a part that can be imported as a group while suppressing the import of other body entities.

BricsCAD only

Type:	String
Saved in:	Registry

12.37 IMPORTSOLIDWORKSREPRESENTATION system variable

12.37.1 Import representation

Controls the data imported during a SolidWorks® import. Preview graphics are only imported and shown if the COMMUNICATORBACKGROUNDMODE system variable is on.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1
Possible options:	0: Graphics 1: Geometry 2: Geometry with preview graphics

12.38 IMPORTSOLIDWORKSROTATEYZ system variable

12.38.1 Map SolidWorks Y to current Z axis

Enables the conversion of a SolidWorks coordinate system to the current coordinate system.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0) On (1)

12.39 IMPORTSOLIDWORKSSEARCHPATHSPREFERENCE system variable

12.39.1 Search paths preference

Controls the priority order for search paths during a SolidWorks® import.

Note: This option is taken into account only when import in background is enabled (COMMUNICATORBACKGROUNDMODE system variable is ON).

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 3
Default value:	1
Possible options:	1: Sub-folders first 2: Root folder only 3: Root folder first

12.40 IMPORTSTEPROTATEYZ system variable

12.40.1 Map Y to current Z axis

Enables conversion of a SolidWorks coordinate system to the current coordinate system, during a STEP import.

BricsCAD only

Type:	Boolean
Saved in:	Registry

Default value:	Off
Possible values:	Off (0) On (1)

12.41 IMPORTSTITCH system variable

12.41.1 Perform stitching

Automatically runs the DMSTITCH command on imported models. See the IMPORTIGESSTITCH system variable.

In some cases, imported geometry represents solid geometry as a set of separate surfaces. Use the DMSTITCH command to work with solid operations on the imported geometry. If IMPORTSTITCH is set to ON, the DMSTITCH command is executed automatically when the geometry is imported.

Note:

- Stitch operations are time-consuming when importing large files.
- Check the IMPORTIGESSTITCH setting, which can set an override for the IGES file format.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	0
Possible values:	Off (0) On (1)

12.42 INCLUDEPLOTSTAMP system variable

12.42.1 Plot Stamp

Includes a plot stamp when printing.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On

Possible values:	Off (0): Do not include plot stamp when printing On (1): Include plot stamp when printing

12.43 INDEXCTL system variable

12.43.1 Index control

Controls if layer and/or spatial indexes are created and saved.

Type:	Short
Saved in:	Drawing
Range:	0 to 3
Default value:	0
Possible options:	0: No indexes 1: Layer index 2: Spatial index

12.44 INETLOCATION system variable

12.44.1 Internet location

The default website for the BROWSER command.

Type:	String
Saved in:	Registry
Default value:	"http://bricscad.octave.com"

12.45 INSBASE system variable

12.45.1 Insertion base point

The drawing's insertion point, used when the drawing is inserted into other drawings as a block. 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

12.46 INSNAME system variable

12.46.1 Insertion name

Stores the default block name for the INSERT command.

Type:	String
Saved in:	Drawing
Default value:	

12.47 INSUNITS system variable

12.47.1 Insertion units

Controls the unit used to scale blocks, images or XRefs, when they are inserted into a drawing. When both the INSUNITS and PROPUNITS system variables are on, length, area, volume and/or inertia properties are formatted with their respective unit(s).

Note: It does not convert current drawing units.

See also the LUNITS and MEASUREMENT system variables

Type:	Short
Saved in:	Drawing
Range:	0 to 24
Default value:	1

Possible options:	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

12.48 INSUNITSDEFSOURCE system variable

12.48.1 Insertion units default source

Controls the source content units value.

Note: 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 options:	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

12.49 INSUNITSDEFTARGET system variable

12.49.1 Insertion units default target

Controls the target drawing units value, if the INSUNITS system variable is zero.

Values between 0 and 20 are accepted.

Type:	Short
Saved in:	Registry
Range:	0 to 24
Default value:	0

Possible options:	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

12.50 INSUNITSSCALING system variable

12.50.1 Insertion units scaling

Controls how the INSUNITS system variable is applied when entities are inserted, imported or pasted.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	1
Possible options:	0: Use the INSUNITSDEFSOURCE system variable for scaling. 1: Scale with the INSUNITS system variable. 2: Use paper size unit instead of INSUNITS in paper space.

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.

12.51 INTERFERECOLOR system variable

12.51.1 Interference color

Controls the color of interference entities.

Type:	String
Saved in:	Drawing
Default value:	ByLayer

12.52 INTERFERELAYER system variable

12.52.1 Interference layer

Controls the layer used for interference entities.

BricsCAD only

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

12.53 INTERFERENCELEVEL system variable

12.53.1 Interference Check Level

Controls the interference check between details, copied details and/or the rest of the model.

BricsCAD only

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

Possible options:	0: No interference checking 1: Check overlap of detail volumes 2: Full interference check, ignore background spatial elements 3: Full interference checking

12.54 INTERFEREOBJVS system variable

12.54.1 Interference entity visual style

Controls the interference entity visual style.

Type:	String
Saved in:	Drawing
Default value:	

12.55 INTERFEREVPVS system variable

12.55.1 Interference viewport visual style

Controls the interference checking visual style for the viewport.

Type:	String
Saved in:	Drawing
Default value:	

12.56 INTERIORELEVATIONMINLENGTH system variable

12.56.1 Interior Elevation Minimum Length

Minimum length of a wall for an Interior Elevation to generate.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	20 - for MEASUREMENT=0 (inches) 500 - for MEASUREMENT=1 (millimeters)

12.57 INTERIORELEVATIONOFFSET system variable

12.57.1 Interior Elevation Offset Distance

Offset distance, for an Interior Elevation volume, from wall surfaces.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	2 - for MEASUREMENT=0 (inches) 50 - for MEASUREMENT=1 (millimeters)

12.58 INTERSECTEDENTITIES system variable

12.58.1 Resolve intersection

Controls how new entities, modify existing entities when they intersect. Applies to entities as they are created with the EXTRUDE and REVOLVE commands, when the **Auto** option is selected.

The INTERSECTEDENTITIES system variable is one of the four system variables found under the **Extrude mode** group.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 2
Default value:	0 - for Workspaces Drafting and Modeling 1 - for Workspaces Mechanical and BIM
Possible options:	0: Do not modify 1: Subtract from intersection 2: Unite at intersection

12.59 INTERSECTIONCOLOR system variable

12.59.1 Intersection color

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

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

12.60 INTERSECTIONDISPLAY system variable

12.60.1 Intersection display

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

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

12.61 ISAVEBAK system variable

12.61.1 Incremental save backup

Creates backup files (BAK) for active drawings. If off, improves the speed of incremental saves, 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

12.62 ISAVEPERCENT system variable

12.62.1 Save percent

Controls the "wasted space" allowed for QUICKSAVE actions, before a full save is executed,as a percentage.

Values between 0 and 100 are accepted. A value of zero means Each save is a full save.

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

12.63 ISOLINES system variable

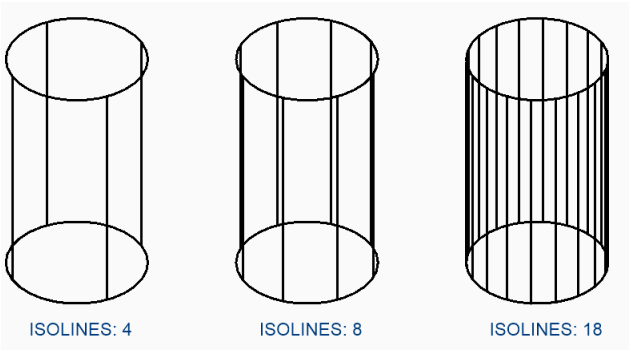
12.63.1 Isolines

Controls the number of isolines (contour lines) per curved surface.

Values between 0 and 2047 are accepted.

Note: To view changes on existing entities, perform a REGEN.

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


ISOLINES: 4
ISOLINES: 8
ISOLINES: 18

13. J

14. K

14.1 KEEPCONNECTIONS system variable

14.1.1 Solve interferences and gaps

Controls whether interferences or gaps should be solved.

If on: When a modification of a solid through TCONNECT, BIMUPDATETHICKNESS, BIMATTACHCOMPOSITION or BIMAUTOMATCH, causes interferences, these will be subtracted from the other solids; when it causes gaps, these will be filled.

BricsCAD only

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

15. L

15.1 LASTANGLE system variable

15.1.1 Last angle (Read Only)

The end angle of the last arc drawn.

Type:	Real
Saved in:	Not saved

15.2 LASTPOINT system variable

15.2.1 Last point

The coordinates of the last point entered - the value used by the '@' symbol in the Command line.

Note: Expressed as a UCS coordinate for the current space; referenced by the at symbol (@) during keyboard entry.

Type:	3D point
Saved in:	Not saved

15.3 LASTPROMPT system variable

15.3.1 Last prompt (Read Only)

The last string in Command line.

Type:	String
Saved in:	Not saved

15.4 LATITUDE system variable

15.4.1 Latitude

Controls the latitude of the current drawing, in decimal format.

Values between -90.0 and 90.0 are accepted. Positive values represent north latitudes.

Type:	Real
Saved in:	Drawing

Range:	-90.0 to 90.0
Default value:	37.795

15.5 LAYERFILTEREXCESS system variable

15.5.1 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.

If LAYERFILTEREXCESS is 0, dialog is suppressed.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	250

15.6 LAYERPMODE system variable

15.6.1 Layer previous mode

Tracks layer settings modification and enables the LAYERP command.

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

15.7 LAYLOCKFADECTL system variable

15.7.1 Locked layer fade control

Controls the fade 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.

Values between -90 and 90 are accepted. Negative values disable fading.

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

15.8 LAYOUTCONVERSION system variable

15.8.1 Layout conversion

Controls whether a warning dialog is shown when opening a drawing that contains layouts with incompatible AutoCAD drawing views.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Layout conversion dialog is not shown On (1): Layout conversion dialog is shown

15.9 LAYOUTREGENCTL system variable

15.9.1 Layout regeneration control

Controls how the display of the Model 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 options:	0: Always regenerate between when a tab is activated 1: Suppress the regeneration of the Model tab and last layout made current, and regenerate all other tabs when activated 2: Regenerate only the first time the tab is active

15.10 LAYOUTTAB system variable

15.10.1 Layout and model tabs

Controls 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

15.11 LEGACYCODESEARCH system variable

15.11.1 Legacy code search mode (Read Only)

Enables unsafe search for executable code in drawing folders.

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

15.12 LENGTHUNITS system variable

15.12.1 Length units

Controls a list of units used to display lengths, if length properties are formatted with the PROPUNITS system variable. The string contains a space-separated list of unit abbreviations.

BricsCAD only

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

15.13 LENSLENGTH system variable

15.13.1 Lens length (Read Only)

Displays the current viewport's lens length, in millimeters, used for perspective mode.

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

15.14 LEVELOFDETAIL system variable

15.14.1 Composition Level of detail

Controls the composition level of detail (LOD).

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0

Possible options:	0: Low 2: High

- If 0: Composition plies do not display.
- If 2: Composition plies display.

15.15 LICFLAGS system variable

15.15.1 Licensed components (Read Only)

Controls if 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

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

15.16 LIGHTGLYPHCOLOR system variable

15.16.1 Color for light glyph

Controls the color of light glyphs (icons used to indicate the placement of lights in model space).

BricsCAD only

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

15.17 LIGHTGLYPHDISPLAY system variable

15.17.1 Light display

Displays a visual representation of lights for all light locations.

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

15.18 LIGHTINGUNITS system variable

15.18.1 Lighting units

Controls the light units type.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	2
Possible options:	0: Obsolete. Generic lighting 1: Photometric, American units (foot-candles) 2: Photometric, International units (lux)

15.19 LIGHTWEBGLYPHCOLOR system variable

15.19.1 Color for web light glyph

Controls the color for web light glyphs (icons used to indicate the placement of web lights in model space).

BricsCAD only

Type:	Short
Saved in:	Preference

Range:	1 to 255
Default value:	1

15.20 LIMCHECK system variable

15.20.1 Limits check

Prevent the creation of entities outside the drawing limits.

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

15.21 LIMMAX system variable

15.21.1 Limits maximum

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

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

15.22 LIMMIN system variable

15.22.1 Limits minimum

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

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

15.23 LINEARARROWHEADLENGTH system variable

15.23.1 Default head length

Sets the default head length of linear arrows.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	1 - if INSUNITS=1 (inches) 25 - if INSUNITS=4 (millimeters) 2.5 - if INSUNITS=5 (centimeters) 0.025 - if INSUNITS=6 (meters)

15.24 LINEARARROWHEADWIDTH system variable

15.24.1 Default head width

Sets the default head width of linear arrows.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	1.5 - if INSUNITS=1 (inches) 37.5 - if INSUNITS=4 (millimeters) 3.75 - if INSUNITS=5 (centimeters) 0.0375 - if INSUNITS=6 (meters)

15.25 LINEARARROWTHICKNESS system variable

15.25.1 Default thickness

Sets the default thickness of linear arrows.

BricsCAD only

Type:	Real
Saved in:	Drawing

Default value:	0.5 - if INSUNITS=1 (inches) 12.5 - if INSUNITS=4 (millimeters) 1.25 - if INSUNITS=5 (centimeters) 0.0125 - if INSUNITS=6 (meters)

15.26 LINEARBRIGHTNESS system variable (deprecated)

15.26.1 Linear brightness (deprecated)

Controls the intensity of lights, can be specified per viewport.

Values between -10 and 10 are accepted. A value of zero means 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

15.27 LINEARCONTRAST system variable (deprecated)

15.27.1 Linear contrast (deprecated)

Controls ambient light intensity. Only effects materials with a non-black ambient color, can be set per viewport.

Values between -10 and 10 are accepted.

- A value of -10 means maximum ambient light.
- A value of 10 means 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

15.28 LINETYPE3DPLINE system variable

15.28.1 3D Polyline linetype

Controls applying line type to 3D Polyline.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	0
Possible values:	0: Continuous Linetype is always applied to 3D Polyline 1: Complex Linetype is applied to 3D Polyline

15.29 LISPINIT system variable

15.29.1 LISP init

Controls if LISP variables and functions are preserved between drawings.

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

15.30 LOADMECHANICAL2D system variable

15.30.1 Mechanical 2D Editor

Controls if Mechanical 2D enablers can load.

BricsCAD only

Type:	Boolean
Saved in:	Registry

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

Note: Changing the value of this variable will take effect after restarting the application.

15.31 LOCALE system variable

15.31.1 Locale (Read Only)

The ISO language code of this version of the program.

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

15.32 LOCALROOTPREFIX system variable

15.32.1 Local root prefix (Read Only)

The path of the 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.

Type:	String Standard
Saved in:	Registry

15.33 LOCKUI system variable

15.33.1 Lock user interface elements

Locks interface elements and prevents repositioning.

- Windows and Linux: hold the Ctrl key to override.
- macOS: hold the Cmd key to override.

Type:	Short
Saved in:	Registry

Range:	-7 to 7
Default value:	0
Possible options:	negative: Locking temporarily disabled 1: Lock docked toolbars 2: Lock docked panels 4: Lock floating panels and toolbars

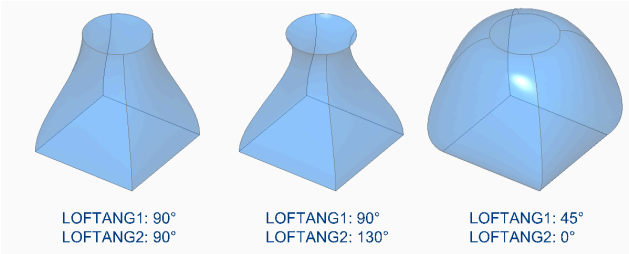
15.34 LOFTANG1 system variable

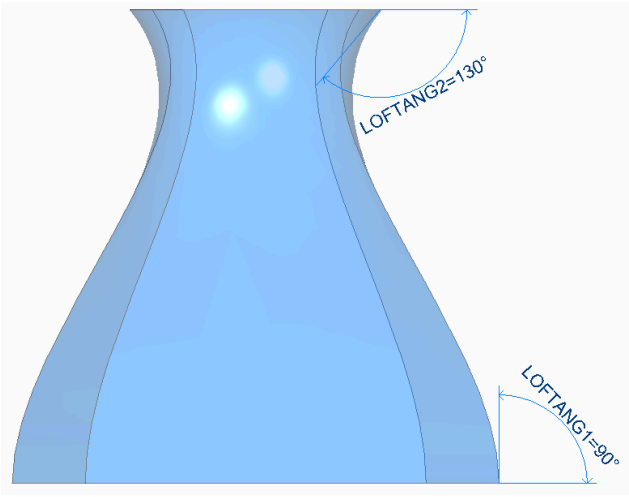
15.34.1 Loft angle 1

Sets the angle at the first cross-section, for the LOFT command, modifies the loft shape. Works only if the LOFTNORMALS system variable is set to **Surface uses draft angle and magnitude**.

Values between 0.0 and 360.0 are accepted.

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





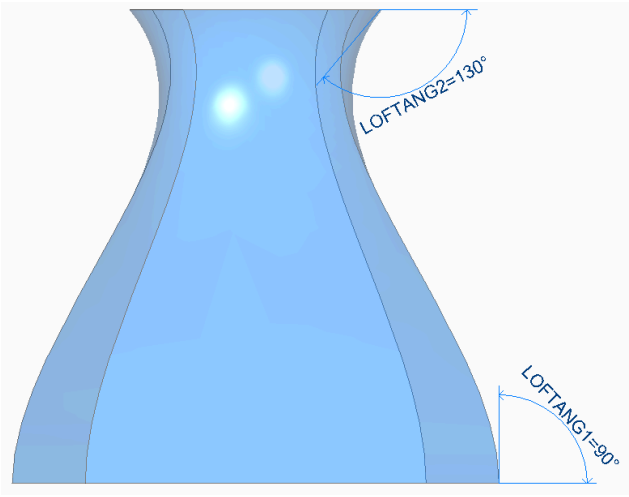
15.35 LOFTANG2 system variable

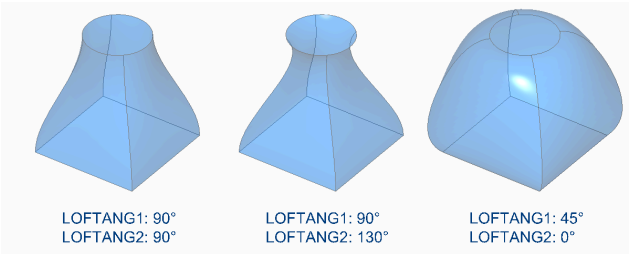
15.35.1 Loft angle 2

Sets the angle at the last cross-section, for the LOFT command, modifies the loft shape. Works only if the LOFTNORMALS system variable is set to **Surface uses draft angle and magnitude**.

Values between 0.0 and 360.0 are accepted.

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



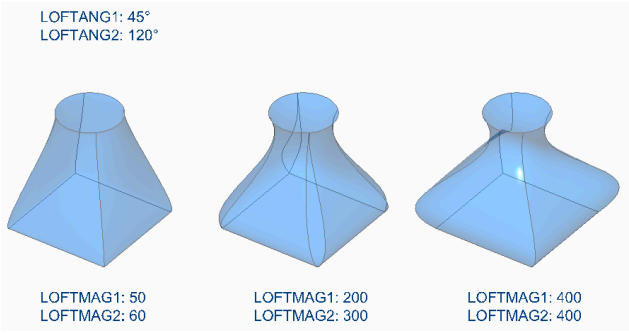


15.36 LOFTMAG1 system variable

15.36.1 Loft magnitude 1

Sets the relative distance of the surface from the cross section in the direction of the LOFTANG1 system variable, before the surface starts to bend towards the next section. Works only if the LOFTNORMALS system variable is set to **Surface uses draft angle and magnitude**.

Type:	Real
Saved in:	Drawing
Default value:	0.0

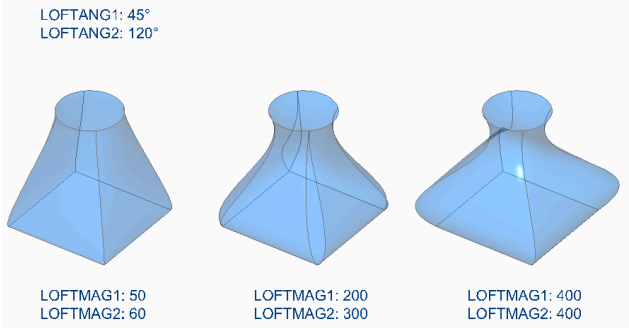


15.37 LOFTMAG2 system variable

15.37.1 Loft magnitude 2

Sets the relative distance of the surface from the cross section in the direction of the LOFTANG2 system variable, before the surface starts to bend towards the next section. Works only if the LOFTNORMALS system variable is set to **Surface uses draft angle and magnitude**.

Type:	Real
Saved in:	Drawing
Default value:	0.0



15.38 LOFTNORMALS system variable

15.38.1 Loft normals

Controls the behavior of surfaces and solids created with the LOFT command as they pass through a cross section.

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

15.39 LOFTPARAM system variable

15.39.1 Loft param

Controls the shape of surfaces and solids created with the LOFT command.

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 first and last cross sections

15.40 LOGFILEMODE system variable

15.40.1 Log file mode

Maintains a logfile.

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

15.41 LOGFILENAME system variable

15.41.1 Log file name (Read Only)

The name of the log file. See also the LOGFILEMODE system variable.

Type:	String
Saved in:	Not saved

15.42 LOGFILEPATH system variable

15.42.1 Log file path

The file path used for the log file.

Type:	String Standard

Saved in:	Registry

15.43 LOGGEDINSTATUS system variable

15.43.1 Logged in (Read Only)

Shows if a Bricsys account is currently logged in to this version of the program.

BricsCAD only

Type:	Boolean
Saved in:	Registry

15.44 LOGINNAME system variable

15.44.1 Login name (Read Only)

Shows the Windows login name, saved to the file properties statistics of the drawing.

Type:	String
Saved in:	Not saved

15.45 LONGITUDE system variable

15.45.1 Longitude

Controls the longitude of the drawing, in decimal format.

Values between -180.0 and 180.0 are accepted. Positive values represent east longitudes.

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

15.46 LOOKFROMDIRECTIONMODE system variable

15.46.1 LookFrom direction mode

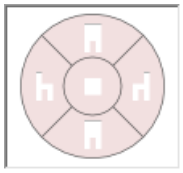
Controls how many view directions can be selected in isometric mode.

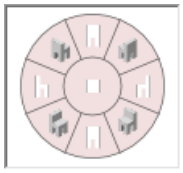
- Windows and Linux: hold the Ctrl key to switch from top to down directions.

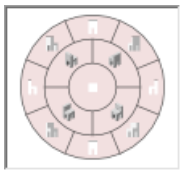
- macOS: hold the Cmd key to switch from top to down directions.

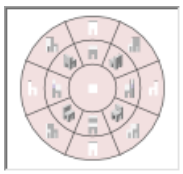
BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	1
Possible options:	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)









15.47 LOOKFROMFEEDBACK system variable

15.47.1 LookFrom feedback

Controls if the LookFrom control displays messages in tooltips or on the Status bar.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	1
Possible options:	0: None 1: Tooltips 2: Status bar

15.48 LOOKFROMZOOMEXTENTS system variable

15.48.1 LookFrom zoom extents

Zooms to extents whenever a view direction is selected from the LookFrom control.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Range:	On
Possible values:	Off (0): Zoom extents off On (1): Zoom extents on

15.49 LOOKFROMZOOMSELECTION system variable

15.49.1 LookFrom zoom selection

Zooms to current selection whenever a view direction is selected from the LookFrom control.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	1
Possible values:	Off (0): Do not zoom selection On (1): Zoom selection

15.50 LTGAPSELECTION system variable

15.50.1 Linetype gap selection

Makes it possible to snap to gaps on non-continuous linetypes.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): No selection or snapping within gaps (legacy behavior) On (1): Selection or snapping within gaps

15.51 LTSCALE system variable

15.51.1 Linetype scale

Sets the default linetype scale multiplier.

Type:	Real
Saved in:	Drawing
Default value:	1.0

15.52 LUNITS system variable

15.52.1 Linear unit type

Controls the unit type for lengths.

Type:	Short
Saved in:	Drawing
Range:	1 to 5
Default value:	2

Possible options:	1: Scientific 2: Decimal 3: Engineering 4: Architectural 5: Fractional

15.53 LUPREC system variable

15.53.1 Linear unit precision

Controls the number of decimal places displayed for linear units. See also the MEASUREMENT and INSUINTS system variables.

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

15.54 LWDEFAULT system variable

15.54.1 Default lineweight

Controls the default lineweight, in hundredths of millimeters.

Type:	Short
Saved in:	Registry
Range:	0 to 211
Default value:	25

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

15.55 LWDISPLAY system variable

15.55.1 Lineweight display

Displays lineweights.

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

15.56 LWDISPSCALE system variable

15.56.1 Lineweight display scale

Controls the lineweight display scale in Model space.

Values between 0.0 and 1.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Registry
Range:	0.0 to 1.0
Default value:	0.55

15.57 LWUNITS system variable

15.57.1 Lineweight units

Controls the lineweight display unit.

Type:	Short

Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible options:	0: Inches 1: Millimeters

16. M

16.1 MACROREC system variable

16.1.1 Macro recording

Controls if a macro is currently 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

16.2 MANIPULATOR system variable

16.2.1 Manipulator behavior

Controls when the Manipulator is displayed.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible options:	0: Hide 1: Display Manipulator on entity selection 2: Display Manipulator on long left-click (see MANIPULATORDURATION)

Note: The manipulator can be displayed manually through the Quad.

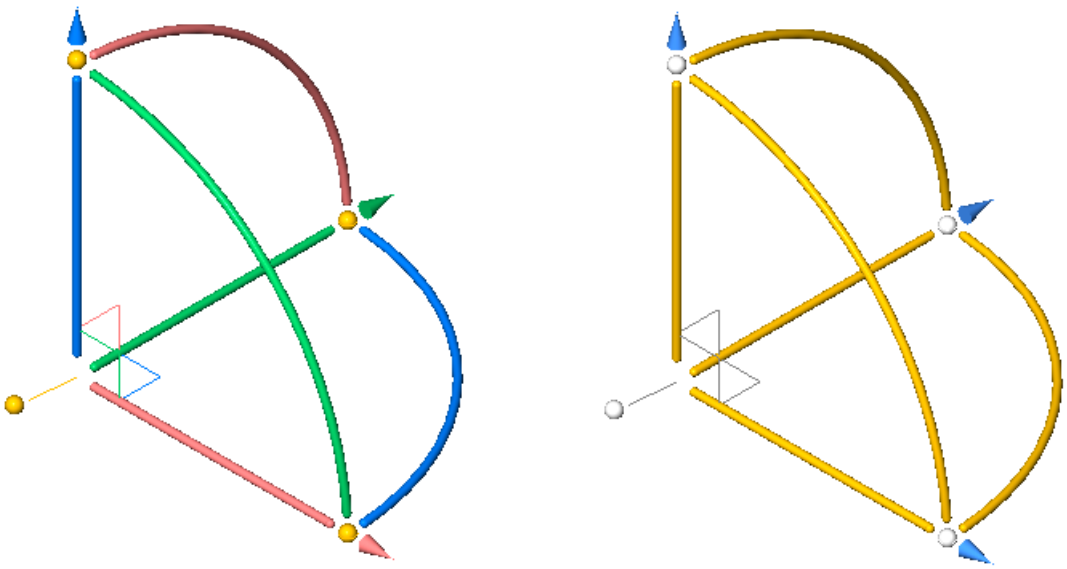
16.3 MANIPULATORCOLORTHEME system variable

16.3.1 Color theme of Manipulator

Controls the color theme of the Manipulator.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	1
Possible options:	0: Monochrome color theme 1: Classic color theme



16.4 MANIPULATORDURATION system variable

16.4.1 Manipulator duration

Controls the delay before the Manipulator is displayed, on a long left-click, when an entity is selected, in milliseconds.

Values between 100 and 10,000 are accepted.

BricsCAD only

Type:	Long
Saved in:	Registry

Range:	100 to 10000
Default value:	250

16.5 MANIPULATORHANDLE system variable

16.5.1 Manipulator handle

Controls the behavior of the Manipulator anchor handles (the bars 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 options:	0: Handles move the Manipulator 1: Handles move the selected entities unrestricted

16.6 MANIPULATORSIZE system variable

16.6.1 Size of Manipulator

Controls the size of the Manipulator.

Values between 0.5 and 2.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Preference
Range:	0.5 to 2
Default value:	1

16.7 MASSPREC system variable

16.7.1 Mass precision

Controls the number of decimal places displayed for masses, if mass properties are formatted with the PROPUNITS system variable.

Note: If negative, LUPREC (Linear Unit Precision) is used.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	-1 to 8
Default value:	-1
Possible options:	-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

16.8 MASSPROPACCURACY system variable

16.8.1 Mass properties calculation relative accuracy

Controls the accuracy used for mass properties calculations. This accuracy is relative. For a value of 3 the calculated values may deviate up to 0.1% from the actual value, for 12 it is 1.e-10%. For value of 2 the deviation may exceptionally exceed 1% and we assume a margin of 2%.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	2

Possible options:	2: 2% accuracy 3: 0.1% accuracy 4: 0.01% accuracy 5: 0.001% accuracy 6: 1.e-4% accuracy 7: 1.e-5% accuracy 8: 1.e-6% accuracy 9: 1.e-7% accuracy 10: 1.e-8% accuracy 11: 1.e-9% accuracy 12: 1.e-10% accuracy

16.9 MASSUNITS system variable

16.9.1 Mass units

Controls the units used to display mass, if mass properties are formatted with the PROPUNITS system variable. 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.

The string contains a space-separated list of unit abbreviations.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	oz lb st mg g kg t

16.10 MAXACTVP system variable

16.10.1 Maximum active viewports

Controls 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

16.11 MAXHATCH system variable

16.11.1 Maximum hatch dashes

Controls 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 10,000,000 are accepted.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	100 to 10000000
Default value:	100000

16.12 MAXSORT system variable

16.12.1 Maximum sort

Controls the maximum number of symbol, file and/or block names sorted by commands that list.

If the number of items exceeds this value, the items are not sorted into alphabetical order.

Values between 0 and 200 are accepted.

Type:	Short
Saved in:	Registry
Default value:	200

16.13 MAXTHREADS system variable

16.13.1 Maximum number of threads

Controls the maximum number of threads used to display and load drawings and point cloud operations.

See also the MTFLAGS system variable.

Values between 0 and 16 are accepted. A value of zero means automatically use the optimal number of threads.

BricsCAD only

Type:	Short

Saved in:	Registry
Range:	0 to 16
Default value:	0

16.14 MBSTATE system variable

16.14.1 Mechanical browser state (Read Only)

Mechanical browser status.

BricsCAD only

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Default value:	1
Possible options:	0: Mechanical browser is invisible 1: Mechanical browser is visible

16.15 MBUTTONPAN system variable

16.15.1 Middle button pan

Controls how the middle mouse button/wheel responds.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Action defined in menu file 1: Pan

16.16 MEASUREINIT system variable

16.16.1 Measurement initial

Controls drawing units as Imperial or Metric for new drawings

Also controls the hatch pattern and linetype files used: ANSI for Imperial and ISO for Metric units.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible options:	0: Imperial (use ANSI Hatch and ANSI Linetype) 1: Metric (use ISO Hatch and ISO Linetype)

16.17 MEASUREMENT system variable

16.17.1 Measurement

Controls the current drawing units as Imperial or Metric, also controls if ANSI or ISO hatch pattern and linetype files are used. See also the LUNITS and INSUNITS system variables.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	1
Possible options:	0: Imperial (use ANSI Hatch and ANSI Linetype) 1: Metric (use ISO Hatch and ISO Linetype)

16.18 MECH2DSAVEFORMAT system variable

16.18.1 Mechanical 2D save format

Controls the save format of Mechanical 2D entities.

BricsCAD only

Type:	Short

Saved in:	Registry
Range:	2013 to 2022
Default value:	2022
Possible options:	2013: 2013 Mechanical 2D 2014: 2014 Mechanical 2D 2015: 2015 Mechanical 2D 2016: 2016 Mechanical 2D 2018: 2018 Mechanical 2D 2021: 2021 Mechanical 2D 2022: 2022 Mechanical 2D

16.19 MECHANICALBLOCKSOPTIONS system variable

16.19.1 Mechanical blocks options

Controls how blocks and mechanical blocks are used in the drawing.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible options:	0: Do not convert new blocks to mechanical blocks 1: Automatically convert new blocks to mechanical blocks

16.20 MECHANICALBROWSERSETTINGS system variable

16.20.1 Mechanical browser options

Sets the default mechanical browser options.

BricsCAD only

Type:	Short
Saved in:	Registry

Range:	0 to 511
Default value:	179
Possible options:	1: Expressions of constraints 2: Block parameters 4: Expressions of block parameters 8: Nested mechanical blocks of standard part 16: Arrays 32: Block and External References 64: Keep values list order 128: Asynchronous properties load 256: Expose all solids

16.21 MENUBAR (EXCEPT OS X) system variable

16.21.1 Menu bar

Displays the Menu bar.

Type:	Boolean
Saved in:	Workspace
Range:	0 to 1
Default value:	On
Possible values:	Off (0): Don’t show menubar On (1): Show menubar

16.22 MENUCTL system variable

16.22.1 Menu control

Controls if the 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

16.23 MENUECHO system variable

16.23.1 Menu echo

Controls menu echo and prompt control.

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)

16.24 MENUNAME system variable

16.24.1 Menu name (Read Only)

The file path for the menu file.

Type:	String
Saved in:	Registry

16.25 MESHTYPE system variable

16.25.1 Mesh type

Controls the type of mesh that is created by REVSURF, TABSURF, RULESURF and EDGESURF commands (Not yet supported).

Type:	Short
Saved in:	Drawing

Range:	0 to 1
Default value:	1
Possible options:	0: Create legacy polygon or polyface mesh 1: Create full-featured mesh entities (recommended)

16.26 MIDDLECLICKCLOSE system variable

16.26.1 Middle click close (Mac & Linux)

Allows a tab to be closed with a middle button click on the tab bar.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	true

16.27 MILLISECS system variable

16.27.1 Milliseconds (Read Only)

Counts the number of milliseconds that have passed since system startup.

Type:	Long
Saved in:	Not saved

16.28 MIRRHATCH system variable

16.28.1 Mirror hatch patterns

Controls if hatch patterns are mirrored by the MIRROR command.

Type:	Boolean
Saved in:	Drawing
Default value:	Off

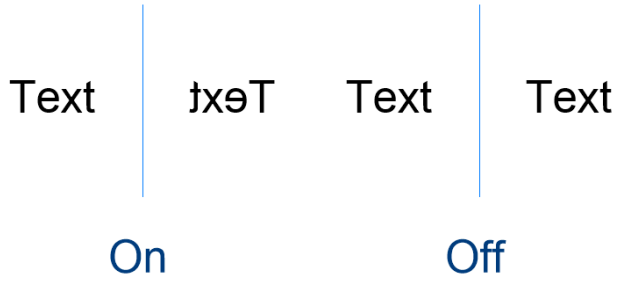
Possible values:	Off (0): Don't mirror hatch patterns On (1): Mirror hatch patterns

16.29 MIRRTEXT system variable

16.29.1 Mirror text

Controls if text is mirrored by the MIRROR command.

Type:	Boolean
Saved in:	Drawing
Range:	Off
Possible values:	Off (0): Don’t mirror text On (1): Mirror text



16.30 MLEADERLAYER system variable

16.30.1 Default layer for new multileaders

Controls the default layer for new multileaders.

Type:	String
Saved in:	Drawing
Default value:	. (use current)

16.31 MLEADERSCALE system variable

16.31.1 Multileader scale

Controls the width scale for entities created with the MLEADER command.

Note: The scale must have a positive value.

Type:	Real
Saved in:	Drawing
Default value:	1.0

16.32 MODEMACRO system variable

16.32.1 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 programs.

Type:	String
Saved in:	Not saved

16.33 MSLTSCALE system variable

16.33.1 Model space linetype scale

Controls the linetype annotation scale behavior, in model space.

Note: 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 options:	0: Linetypes are not scaled by annotation scale 1: Linetypes are scaled by the annotation scale

16.34 MSOLESCALE system variable

16.34.1 Model space OLE scale

Controls the size of an OLE (Object Linking & Embedding) entity, that contains text, when pasted into model space. Entities already placed in the drawing are not affected.

If set to zero, uses the DIMSCALE system variable.

Type:	Real
Saved in:	Drawing
Range:	0.0 or greater
Default value:	1.0

16.35 MTEXTAUTOSTACK system variable

16.35.1 Multiline text autostack

If enabled, numeric characters appearing before and after a fraction delimiter (forward slash, pound, or caret character) will be automatically stacked as a fraction when followed by a space or new line.

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Turn off automatic stacking On (1): Enable automatic stacking

16.36 MTEXTCOLUMN system variable

16.36.1 Multiline text column setting

Controls the default column property for multi-line text.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	0
Possible options:	0: No columns 1: Dynamic columns with auto height 2: Dynamic columns with manual height

16.37 MTEXTDETECTSPACE system variable

16.37.1 Space detection for creating lists in mtext editor

Creates formatted list items, when the space bar is pressed after a letter, number or symbol, in mtext editor mode.

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

16.38 MTEXTED system variable

16.38.1 Multiline text editor

Controls the text editors to use for multiline text entities.

Type:	String
Saved in:	Registry

16.39 MTEXTFIXED system variable

16.39.1 Multiline text fixed

Controls whether the application zooms, rotates and/or pans the view to fit the multiline text to be edited.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible options:	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

16.40 MTEXTTOOLBAR system variable

16.40.1 MText Formatting toolbar

Controls if the formatting toolbar is displayed when multiline text is edited.

Type:	Boolean
Saved in:	Registry
Range:	On
Possible values:	Off (0): Don't show formatting toolbar On (1): Show formatting toolbar

16.41 MTFLAGS system variable

16.41.1 Multi-Threading Flags

Bit flags for parallel processing of display and loading.

Type:	Short
Saved in:	Registry
Range:	0 to 4095
Default value:	3015
Possible options:	0: No parallel processing 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 2048: Parallelized point cloud operations

16.42 MULTISELECTANGULARTOLERANCE system variable

16.42.1 BimMultiSelect angular tolerance

Controls the maximum angle between two linear solids axes, for these solids to still be considered parallel.

BricsCAD only

Type:	Real
Saved in:	Registry
Range:	0 to 90
Default value:	3

16.43 MYDOCUMENTSPREFIX system variable

16.43.1 MyDocuments root prefix (Read Only)

The path of the user documents folder.

Type:	String Standard
Saved in:	Registry

17. N

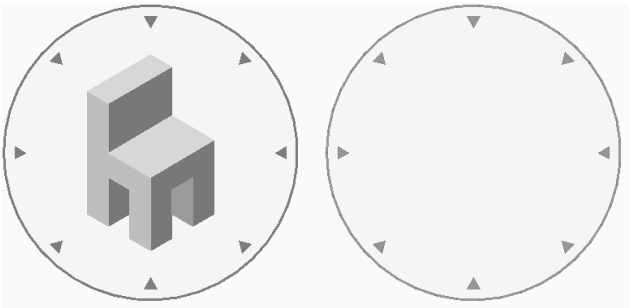
17.1 NAVVCUBEDISPLAY system variable

17.1.1 LookFrom display

Toggles the LookFrom control on/off.

The LookFrom is the navigation control, by default this appears in the top-right corner.

Type:	Short
Saved in:	Drawing
Range:	0 to 3
Default value:	On
Possible values:	Off (0): Don't display the LookFrom control On (1/2/3): Display the LookFrom control



17.2 NAVVCUBELOCATION system variable

17.2.1 LookFrom location

Controls the location of the LookFrom control.

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

Possible options:	0: Top-right corner 1: Top-left corner 2: Bottom-left corner 3: Bottom-right corner

17.3 NAVVCUBEOPACITY system variable

17.3.1 LookFrom opacity

Controls the opacity of the LookFrom control while inactive.

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

17.4 NAVVCUBEORIENT system variable

17.4.1 LookFrom orientation

Controls if the LookFrom control reflects the current WCS (World Coordinate System) or UCS (User Coordinate System).

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible options:	0: WCS 1: UCS

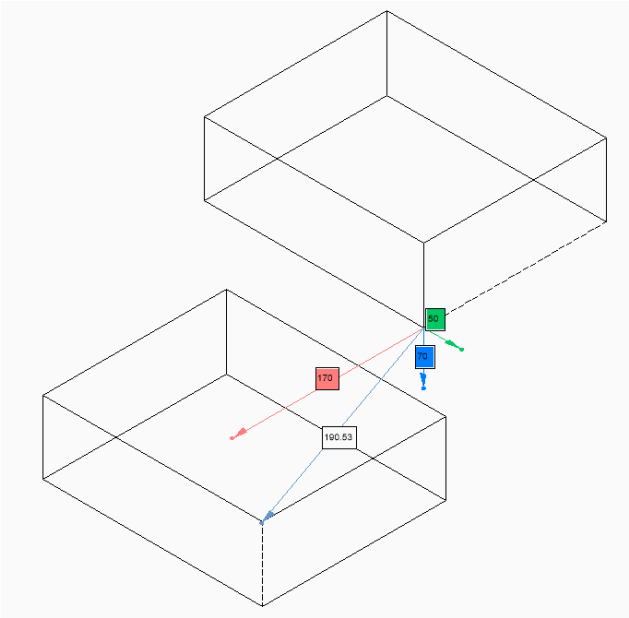
17.5 NEARESTDISTANCE system variable

17.5.1 Nearest Distance

Controls nearest distance dimension between a 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



17.6 NEWGEOMGLYPHS system variable

17.6.1 Use new 2D constraint glyphs

Controls whether BricsCAD uses the new 2D constraint glyphs.

BricsCAD only

Type:	Boolean
Saved in:	Preference

Default value:	On
Possible values:	Off (0): Don’t use new 2D constraint glyphs On (1): Use new 2D constraint glyphs

17.7 NOMUTT system variable

17.7.1 No muttering

Suppresses text in the Command line.

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 Command line prompts On (1): Suppress Command line prompts

17.8 NORTHDIRECTION system variable

17.8.1 North direction

Controls 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

18. O

18.1 OBJECTISOLATIONMODE system variable

18.1.1 Object Isolation Mode

Controls if entities hidden with HIDEOBJECTS or ISOLATEOBJECTS commands remain hidden after a drawing is saved, closed and reopened.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible options:	0: Entities are hidden only for the current session, includes interference solids 1: Entities remain hidden between sessions, includes interference solids 2: Entities are hidden only for the current session, does not include interference solids 3: Entities remain hidden between sessions, does not include interference solids

18.2 OBSCUREDCOLOR system variable

18.2.1 Obscured color

Controls the color of obscured lines.

Visible only if the OBSCUREDLTYPE system variable is in use.

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

18.3 OBSCUREDLTYPE system variable

18.3.1 Obscured linetype

Controls 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 options:	0: Off 1: Solid 2: Dashed 3: Dotted 4: Short Dash 5: Medium Dash 6: Long Dash 7: Double Short Dash 8: Double Medium Dash 9: Double Long Dash 10: Medium Long Dash 11: Sparse Dot

18.4 OFFSETDIST system variable

18.4.1 Offset distance

Stores the last distance used for 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

18.5 OFFSETERASE system variable

18.5.1 Offset erase

Erases the source entity for the OFFSET command.

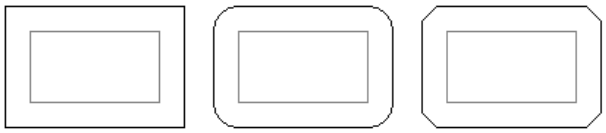
Type:	Boolean
Saved in:	Registry
Range:	Off
Possible values:	Off (0): Offset erase off On (1): Offset erase on

18.6 OFFSETGAPTYPE system variable

18.6.1 Offset gap type

Controls how possible gaps, in parallel copies of closed polylines, are filled.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	0
Possible options:	0: Extend polyline segments 1: Filleted arc segments 2: Chamfered line segments



18.7 OLEFRAME system variable

18.7.1 OLE frame

Controls the display of a frame around an OLE object, if the FRAME system variable is set to **Use individual system variables** (3).

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	2
Possible options:	0: No OLE frames 1: Display and plot OLE frames 2: Display but do not plot OLE frames

18.8 OLEHIDE system variable

18.8.1 OLE hide

Controls the visibility of OLE objects for both screen display and plotting.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible options:	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 and do not plot

18.9 OLEQUALITY system variable

18.9.1 OLE quality

Controls the default plot quality of OLE entities. When set to **Automatically Select** (3), the quality level is assigned automatically depending on the entity type (for example, photographs are set to **High**).

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

Default value:	3
Possible options:	0: Monochrome 1: Low graphics 2: High graphics 3: Automatically Select

18.10 OLESTARTUP system variable

18.10.1 OLE startup

Loads the OLE entity source 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

18.11 OPMSTATE system variable

18.11.1 Properties panel state (Read Only)

Properties panel status.

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Default value:	1
Possible options:	0: Properties panel is invisible 1: Properties panel is visible

18.12 ORBITAUTOTARGET system variable

18.12.1 Orbit Auto Target

Controls the behavior of the RTROT command.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible options:	0: Mouse - The rotation point is located at the mouse click location 1: Center - The target point is located at the center of the selected entities(s), or the entities displayed on screen

18.13 ORTHOMODE system variable

18.13.1 Orthogonal mode

Constrains cursor movement perpendicularly. When on the cursor can only move horizontally or vertically, relative to the current UCS and grid rotation angle. See also the SNAPANG system variable.

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

18.14 OSMODE system variable

18.14.1 Entity snap mode

Controls the 2D entity snap types.

Type:	Short
Saved in:	Registry
Range:	0 to 32767
Default value:	4135

Possible options:	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

18.15 OSNAPCOORD system variable

18.15.1 Entity snap coordinates

Controls if entity snaps override manually entered coordinates.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible options:	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

18.16 OSNAPZ system variable

18.16.1 Ignore entity snap elevation

Overrides the Z coordinate of an entity snap with the current ELEVATION system variable value.

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

18.17 OSOPTIONS system variable

18.17.1 Entity snap options

Suppresses entity snaps on certain entity types.

Type:	Short
Saved in:	Registry
Range:	0 to 15
Default value:	7
Possible options:	0: Entity snaps are enabled on hatched entities, on geometry with negative Z values when using a dynamic UCS, on endpoints of dimension extension lines, and on invisible geometry in shaded and hidden line views. 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 8: Entity snap ignores invisible geometry in shaded and hidden-line views

18.18 OVERKILLLAYER system variable

18.18.1 Duplicate Entities Layer

The layer that entities are moved to during the OVERKILL command - the **Move duplicates to Duplicate Entities layer** option.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	Duplicate Entities

19. P

19.1 PANBUFFER system variable

19.1.1 Pan buffer

Enables faster panning, particularly 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

19.2 PANELBUTTONSIZE system variable

19.2.1 Panel control button size

Controls the size of the icons used for panels.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 2
Default value:	1
Possible options:	0: Small buttons 1: Large buttons 2: Extra-large buttons

19.3 PAPERUPDATE system variable

19.3.1 Paper update

Controls paper size adaption when printers are switched in the **Print** dialog box.

- If Off: does not update the paper size, preserving the paper size currently selected. If the printer has no close match, the size will be displayed as **Previous paper size**. On print, your confirmation is required before substitution with default values.
- If On: updates the paper size, using the default paper size of the selected printer.

Type:	Boolean
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible values:	Off (0): Use default paper size of the selected printer On (1): Use configured paper size of the plotter configuration file

19.4 PARAMETERCOPYMODE system variable

19.4.1 Parameter copy mode

Controls how constraints and related parameters are copied with the COPY command.

Type:	Short
Saved in:	Registry
Range:	0 to 4
Default value:	3
Possible options:	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

19.5 PARAMETERMATCHMODE system variable

19.5.1 Match Parametric Blocks by parameters

The option is not stored in registry, however for some designated blocks it is known that the individual copy is required for each separate insert.

BricsCAD only

Type:	Short
Saved in:	Not saved
Range:	0 to 2
Default value:	0
Possible options:	0: Re-use existing block if insert has same expressions 1: Use separate copy for each block insert 2: Force default behavior for previously separated blocks

19.6 PARAMETRICBLOCKS2DPATH system variable

19.6.1 Parametric blocks 2D directory path

The file path(s) for user created 2D Parametric Blocks files.

Separate file paths with semicolons (;).

BricsCAD only

Type:	String
Saved in:	Registry

19.7 PARAMETRIZECONNECTIONS system variable

19.7.1 Parametrize Connections

Controls if constraints connect components for the BMCONVERT, BMCONNECT and BMINSERT (SMART insert option) commands.

BricsCAD only

Type:	Boolean
Saved in:	Registry

Range:	0 to 1
Default value:	1
Possible values:	0: Don't use constraints 1: Use constraints

19.8 PBLOCKREFERENCEOPERATIONSVISUALIZATION system variable

19.8.1 Visualize parametric operations on block references

Enables the visualization of the parametric operations' information when hovering the cursor over parametric block references.

BricsCAD only

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

19.9 PDFANIMATIONFPS system variable

19.9.1 Frames per second

Controls the number of frames per second for an animation.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	24

19.10 PDFCACHE system variable

19.10.1 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 (Windows) 0 (Mac & Linux)
Possible options:	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

19.11 PDFCREATEBOOKMARKS system variable

19.11.1 Create bookmarks

Create bookmarks for PDF exports.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Do not create bookmarks On (1): Creates bookmarks

19.12 PDFEMBEDDEDTTF system variable

19.12.1 Pdf embedded fonts

Embeds True Type fonts for PDF exports.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable embedded TTF fonts On (1): Enable embedded TTF fonts

19.13 PDFEXPORTHYPERLINKS system variable

19.13.1 Export hyperlinks

Exports entity hyperlinks for PDF exports.

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

19.14 PDFFRAME system variable

19.14.1 PDF frame

Controls the visibility of PDF underlay frames, if the FRAME system variable is set to **Use individual system variables** (3).

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

19.15 PDFIMAGEANTIALIAS system variable

19.15.1 Image anti-aliasing

Enables anti-aliasing for images that are upscaled during PDF export.

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

19.16 PDFIMAGECOMPRESSION system variable

19.16.1 Image compression

Compresses images to JPEG during PDF export.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	1
Possible options:	0: None 1: JPEG

19.17 PDFIMAGEDPI system variable

19.17.1 Image DPI

Controls the minimal resolution for an image exported to PDF.

Cannot exceed the value of the PDFVECTORRESOLUTIONDPI system variable.

BricsCAD only

Type:	Short

Saved in:	Preference
Default value:	300

19.18 PDFIMPORTAPPLYLINEWEIGHT system variable

19.18.1 Apply lineweight properties

Retains the lineweight properties of imported entities, during PDF import.

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

19.19 PDFIMPORTASBLOCK system variable

19.19.1 Import as block

Imports PDF files as blocks.

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

19.20 PDFIMPORTCHARSPACEFACTOR system variable

19.20.1 Inter-character space factor

The multiplier for the width of the space between characters in a word, used during PDF import.

If the distance between the text objects in the string is less than the width of the space taken from the font metric multiplied by this factor, the text objects are combined into one word.

Note: Applies only if PDFIMPORTCOMBINETEXTOBJECTS is turned on.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.6

19.21 PDFIMPORTCOMBINETEXTOBJECTS system variable

19.21.1 Combine text entities

Controls if text entities, that use the same font and are on the same line, are combined, during PDF import.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Text entities are not combined On (1): Text entities are combined

19.22 PDFIMPORTCONVERTSOLIDSTOHATCHES system variable

19.22.1 Convert solid fills to hatches

Converts 2D solid entities into solid-filled hatches, during PDF import.

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

19.23 PDFIMPORTIMAGEPATH system variable

19.23.1 Raster Images Folder

The file path used to save images, during PDF import, absolute or relative.

- If relative, the PDF image path is relative to the folder of the current drawing file.
- If empty, the folder of the current drawing is used, if the drawing has not yet been saved the images will be saved in the same folder as the imported PDF.

Type:	String
Saved in:	Registry
Default value:	PDF Images

19.24 PDFIMPORTJOINLINEANDARCSEGMENTS system variable

19.24.1 Join line and arc segments

Joins continuous segments into a polyline, where possible, during PDF import.

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

19.25 PDFIMPORTLAYERSUSETYPE system variable

19.25.1 Layers

Controls layers during PDF import.

BricsCAD only

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

Default value:	0
Possible options:	0: Use PDF Layers 1: Create layers per entity type 2: Use current layer

19.26 PDFIMPORTRASTERIMAGES system variable

19.26.1 Raster Images

Extracts images to PNG files and attaches these to the current drawing, during PDF import. These images are stored in the folder set in the PDFIMPORTIMAGEPATH system variable.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Range:	Off
Possible values:	Off (0): Don’t extract raster images On (1): Extract raster images

19.27 PDFIMPORTSOLIDFILLS system variable

19.27.1 Solid fills

Ignore or import solid-filled areas during PDF import, if the information is in the PDF. Solid-filled areas include solid-filled hatches, 2D solids, wipeout entities, wide polylines, and triangular arrowheads.

Note: Solid-filled hatches are assigned a 50% transparency.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Ignore solid-filled areas. On (1): Import solid-filled areas.

19.28 PDFIMPORTSPACEFACTOR system variable

19.28.1 Inter-word space factor

Controls the multiplier for the width of the space between words on a line.

If the distance between the text objects in the string is greater than the width of the space between characters in a word (specified by the PDFIMPORTCHARSPACEFACTOR system variable), but less than the width of the space taken from the font metrics multiplied by this factor, the text objects are combined into one word.

Note: Applies only if PDFIMPORTCOMBINETEXTOBJECTS is turned on.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	1.5

19.29 PDFIMPORTTRUETYPETEXT system variable

19.29.1 TrueType text

Import TrueType text as a TrueType text, the textstyle named is inherited from the font, during PDF import.

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

19.30 PDFIMPORTTRUETYPETEXTASGEOMETRY system variable

19.30.1 Import True Type text as geometry

Imports True Type Text as geometry, during PDF import.

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

19.31 PDFIMPORTUSECLIPPING system variable

19.31.1 Apply clipping

Clips entities, during PDF import.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Clipping is not applied to entities on import On (1): Clipping is applied to entities on import

19.32 PDFIMPORTUSEGEOMETRYOPTIMIZATION system variable

19.32.1 Import geometry with optimization

Optimizes geometry, during PDF import.

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

19.33 PDFIMPORTUSEIMAGECLIPPING system variable

19.33.1 Clip images

Clips images during a PDF import. The clipped part images becomes transparent.

Note: Applies only if PDFIMPORTUSECLIPPING is on (1).

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Images are not clipped on import On (1): Images are clipped on import

19.34 PDFIMPORTUSEPAGEBORDERCLIPPING system variable

19.34.1 Apply clipping at page border

Clips entities at the page border during, PDF import.

Note: Applies only if the PDFIMPORTUSECLIPPING system variable is on (1).

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Clipping at page border is not applied on import. On (1): Clipping at page border is applied on import.

19.35 PDFIMPORTVECTORGEOMETRY system variable

19.35.1 Vector geometry

Imports vector geometry during PDF import.

If on, linear paths and Beziér curves are imported as polylines within a tolerance. Curves that resemble arcs, circles, and ellipses are also converted. Solid-filled areas are imported as 2D solids or solid-filled hatches. 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

19.36 PDFLAYERSSETTING system variable

19.36.1 PDF layer support

Controls the way layers are exported to PDF.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	1
Possible options:	0: Don't use layers 1: Use all layers with visible entities 2: Use all layers with entities, including OFF and FROZEN layers.

19.37 PDFLAYOUTSTOEXPORT system variable

19.37.1 PDF layouts to export

Controls the layout(s) exported to PDF (paper space).

BricsCAD only

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

Possible options:	0: Active layout 1: All layout(s) in multi-sheet files 2: All layout(s) in single-sheet files

19.38 PDFMERGECONTROL system variable

19.38.1 PDF Merge Control

Controls the appearance of lines that cross in PDF exports.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	0
Possible options:	0: Lines Overwrite - Uses the last plotted line and obscures the line(s) under it 1: Lines Merge - Merges the colors of crossing lines

19.39 PDFNOTIFY system variable

19.39.1 PDF notify

Displays a warning, when a drawing is opened, if there are missing PDFs.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Disable PDF notification On (1): Enable PDF notification

19.40 PDFOPENINVIEWER system variable

19.40.1 Open in viewer

Open result file in system default PDF viewer.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Do not open in PDF viewer. On (1): Open in PDF viewer.

19.41 PDFOSNAP system variable

19.41.1 PDF entity snap

Enables entity snap for 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

19.42 PDFPAPERHEIGHT system variable

19.42.1 PDF override - paper height

Paper height for PDF export, in millimeters, if the PDFPAPERSIZEOVERRIDE system variable is on (1).

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	297

19.43 PDFPAPERSIZEOVERRIDE system variable

19.43.1 PDF papersize override

Enables papersize override for PDF export.

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

19.44 PDFPAPERWIDTH system variable

19.44.1 PDF override - paper width

Paper width for PDF export, in millimeters, if the PDFPAPERSIZEOVERRIDE system variable is on (1).

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	210

19.45 PDFPDFA system variable

19.45.1 PDF/A format support

Controls archived PDF support.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	0
Possible options:	0: Don't use PDF/A 1: Use version PDF/A-1b 2: Use version PDF/A-2b 3: Use version PDF/A-3b

19.46 PDFPRCCOMPRESSION system variable

19.46.1 PRC Compression

Controls the compression of PRC 3D data (3D PDF).

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	0
Possible options:	0: No compression 1: Medium compression 2: High compression

19.47 PDFPRCEXPORT system variable

19.47.1 PRC Export Mode

PRC mode for the export of PRC 3D data (3D PDFs).

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 options:	0: No export 1: Export as BREP (Experimental) 2: Export as Mesh

19.48 PDFPRCPROJECTION system variable

19.48.1 PRC Projection

Controls the projection type for PRC 3D data (3D PDF).

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	0
Possible options:	0: Orthogonal 1: Perspective

19.49 PDFPRCVIEWMODE system variable

19.49.1 PRC View mode

Controls how 2D entities and 3D entities are exported for PRC PDFs (3D PDFs).

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	0
Possible options:	0: All entities in single view 1: Only 3D entities in single view 2: Only 3D entities in multiple views

19.50 PDFSHXTEXTASGEOMETRY system variable

19.50.1 PDF SHX text as geometry

Converts SHX font text to geometry for PDF exports. 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

19.51 PDFSIMPLEGEOMOPTIMIZATION system variable

19.51.1 Pdf simple geometry optimization

Simplifies geometry for PDF exports (merges separate line segments to one polyline and uses 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

19.52 PDFTTFTEXTASGEOMETRY system variable

19.52.1 PDF TTF text as geometry

Converts True Type font text to geometry for PDF exports.

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

19.53 PDFUSEPLOTSTYLES system variable

19.53.1 Use PDF plotstyles

Enables plotstyles for PDF exports.

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

19.54 PDFVECTORRESOLUTIONDPI system variable

19.54.1 Vector Resolution DPI

Resolution of vector graphics for PDF export from model space.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	72 to 40000
Default value:	2400

19.55 PDFZOOMTOEXTENTSMODE system variable

19.55.1 PDF zoom to extents mode

Scales the layout geometry of papersize layouts for PDF exports.

If switched off, uses the scale and papersize from the pagesetup data.

BricsCAD only

Type:	Boolean
Saved in:	Preference

Default value:	On
Possible values:	Off (0): Don’t zoom to extents On (1): Zoom to extents

19.56 PDMODE system variable

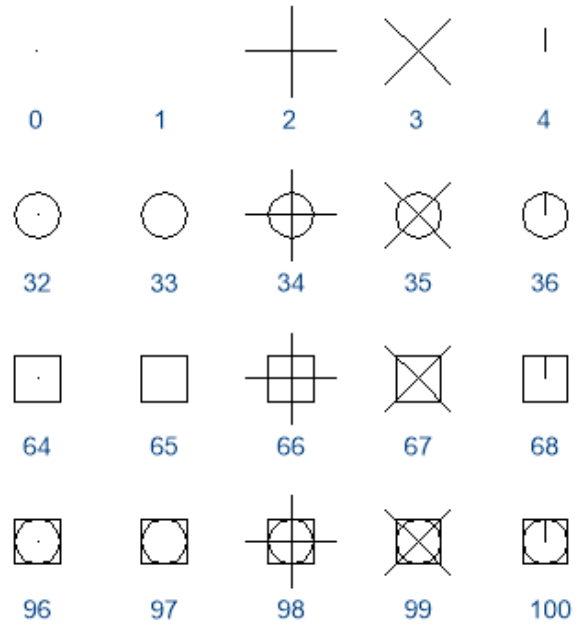
19.56.1 Point display mode

Controls the display style for point entities.

Type:	Short
Saved in:	Drawing
Range:	0 to 100
Default value:	0
Possible options:	1: none 0: . 2: + 3: x 4: ' 32: circle 64: square

Different geometric representations of point entities are provided by values of 0, 2, 3, and 4. You can choose only one options between them. When the value is 1, nothing is shown.

In addition to the geometry drawn by the value 0, 2, 3, or 4, the values 32 or 64 specify a shape that can be drawn around it.



19.57 PDSIZE system variable

19.57.1 Point display size

Controls the display size for point entities.

Type:	Real
Saved in:	Drawing
Default value:	0
Possible values:	0: 5% of the drawing area height >0: Absolute size <0: Percentage of the viewport size

19.58 PEDITACCEPT system variable

19.58.1 Polyline edit accept

Displays a warning, when non-polylines are selected during the PEDIT command. When suppressed, the selected entity is automatically converted to a polyline.

Type:	Boolean
Saved in:	Registry

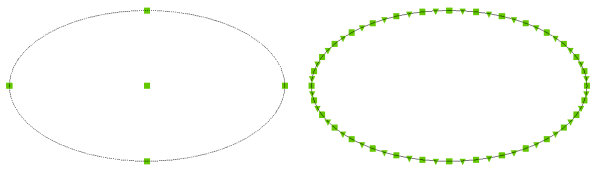
Default value:	0
Possible values:	Off (0): Display prompt On (1): Suppress prompt

19.59 PELLIPSE system variable

19.59.1 Polyline ellipse

Controls the entity type created with the ELLIPSE command.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Create real ellipses On (1): Create polyline representations of an ellipse



19.60 PERIMETER system variable

19.60.1 Last perimeter (Read Only)

The last perimeter calculated by the AREA, LIST, or DBLIST commands.

Type:	Real
Saved in:	Not saved

19.61 PERSPECTIVE system variable

19.61.1 Perspective

Turns on perspective view for the current viewport.

Type:	Boolean

Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Perspective view off On (1): Perspective view on

19.62 PFACEVMAX system variable

19.62.1 Polyface mesh maximum vertices (Read Only)

The maximum number of vertices for each face.

Type:	Short
Saved in:	Not saved
Range:	3 or greater
Default value:	4

19.63 PICKADD system variable

19.63.1 Pick add

Controls how the Shift key selects entities.

Type:	Boolean
Saved in:	Registry
Range:	0 to 1
Default value:	On
Possible values:	Off (0): Press SHIFT to add entities to the current selection On (1): Press SHIFT to remove entities to the current selection

19.64 PICKAUTO system variable

19.64.1 Selection window behavior

Controls the selection behavior - window and lasso - used to select multiple entities at the same time.

See also the PICKDRAG system variable.

Type:	Short
Saved in:	Registry
Range:	-7 to 7
Default value:	5
Possible options:	Negative: No window selection, saving earlier value 0: No window selection 1: Window selection, pick the first and last point, if the cursor does not start above an entity 2: Window selection, for click and drag, if the cursor starts above an entity 4: Lasso selection, for click and drag, if the cursor does not start above an entity

Note: A negative value is the same as 0, but helps in storing the earlier value.

19.65 PICKBOX system variable

19.65.1 Pick box

Controls the selection area size around the cursor, in pixels.

Values between 0 and 50 are accepted.

Note: If you select an entity by clicking, the Pick Box must touch or overlap the entity.

Type:	Short
Saved in:	Registry
Range:	0 to 50
Default value:	4
Unit	pixels

19.66 PICKDRAG system variable

19.66.1 Pick drag

Controls the window selection behavior used to select multiple entities at the same time.

See also the PICKAUTO system variable.

Type:	Boolean
Saved in:	Registry
Default value:	0
Possible values:	Off (0): Draw selection window with two points On (1): Draw selection window with click and drag

19.67 PICKFIRST system variable

19.67.1 Pick first

Makes it possible to select entities first, then issue a command.

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

19.68 PICKSTYLE (EXCEPT OS X) system variable

19.68.1 Pick style

Controls the selection of groups and associative hatches.

Use **Ctrl+H** to toggle this system variable.

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)

19.69 PICTUREEXPORTSCALE system variable

19.69.1 Picture format export scale factor

Controls the output resolution scale for WMF, EMF or BMP exports. Used in commands EXPORT, WMFOUT, COPYCLIP, CUTCLIP and in COM/VBA function AcadDocument. The output view size is the current view size-in pixels, multiplied by this value.

Trouble: 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

19.70 PLACESBARFOLDER1 system variable

19.70.1 First folder

Controls the first folder in the places bar of the nonstandard **Open file** dialog box (Windows only).

This enables you to place shortcuts to your favorite drawing folders on your desktop or in your Favorites folder.

See also the USESTANDARDOPENFILEDIALOG system variable.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 5
Default value:	0

Possible options:	0: Desktop 1: My Computer 2: My Documents 3: Favorites 4: Network 5: My Recent Documents

19.71 PLACESBARFOLDER2 system variable

19.71.1 Second folder

Controls the second folder in the places bar of the nonstandard **Open file** dialog box (Windows platform only).

This enables you to place shortcuts to your favorite drawing folders on your desktop or in your Favorites folder.

See also the USESTANDARDOPENFILEDIALOG system variable.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 5
Default value:	1
Possible options:	0: Desktop 1: My Computer 2: My Documents 3: Favorites 4: Network 5: My Recent Documents

19.72 PLACESBARFOLDER3 system variable

19.72.1 Third folder

Controls the third folder in the places bar of the nonstandard **Open file** dialog box (Windows platform only).

This enables you to place shortcuts to your favorite drawing folders on your desktop or in your Favorites folder.

See also the USESTANDARDOPENFILEDIALOG system variable.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 5
Default value:	3
Possible options:	0: Desktop 1: My Computer 2: My Documents 3: Favorites 4: Network 5: My Recent Documents

19.73 PLACESBARFOLDER4 system variable

19.73.1 Fourth folder (Windows)

Controls the fourth folder in the places bar of the nonstandard **Open file** dialog box (Windows platform only).

This enables you to place shortcuts to your favorite drawing folders on your desktop or in your Favorites folder.

See also the USESTANDARDOPENFILEDIALOG system variable.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 5
Default value:	5
Possible options:	0: Desktop 1: My Computer 2: My Documents 3: Favorites 4: Network 5: My Recent Documents

19.74 PLATFORM system variable

19.74.1 Platform (Read Only)

Displays the current Operating System version.

Type:	String
Saved in:	Not saved

19.75 PLINECACHE system variable

19.75.1 Polyline cache

Controls the creation of a cache of polyline vertices, when a drawing is opened.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Disable polyline cache On (1): Enable polyline cache

19.76 PLINECONVERTMODE system variable

19.76.1 Polyline convert mode

Controls how splines are converted to polylines.

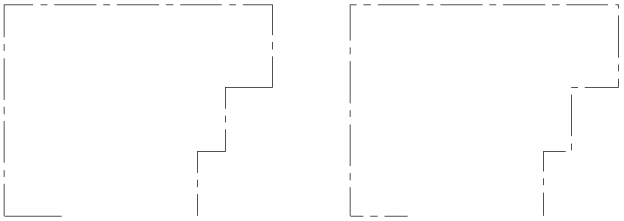
Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible options:	0: Create polylines with linear segments 1: Create polylines with arc segments

19.77 PLINEGEN system variable

19.77.1 Polyline generation

Controls how linetype patterns are generated around 2D polyline vertices.

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

19.78 PLINEREVERSEWIDTHS system variable

19.78.1 Reverse widths

Controls whether polyline segment widths are reversed when the polyline is reversed.

Type:	Boolean
Saved in:	Registry
Default value:	0
Possible values:	0: Do not reverse polyline segment widths when reversing polyline 1: Reverse polyline segment widths when reversing polyline

19.79 PLINETYPE system variable

19.79.1 Polyline type

Controls how polylines are created with the PLINE command and if old-format polylines are converted.

It saves disk space and memory by using the optimized format.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible options:	0: Old-format polylines are not converted; PLINE creates old-format polylines 1: Old-format polylines are not converted; PLINE creates optimized polylines 2: Old-format polylines are converted; PLINE creates optimized polylines

19.80 PLINEWID system variable

19.80.1 Polyline width

The default width for new polyline.

Type:	Real
Saved in:	Drawing
Default value:	0.0

19.81 PLOTCFGPATH system variable

19.81.1 Plotter configuration path

The file path used for the Plotter configuration folders. Separate file paths with semicolons (;).

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

19.82 PLOTID system variable

19.82.1 Plot id (Obsolete)

Obsolete, has no effect except to preserve the integrity of old scripts and LISP routines.

Type:	String
Saved in:	Registry

19.83 PLOTOUTPUTPATH system variable

19.83.1 Plot output path

The default file path used for the creation of plot files.

BricsCAD only

Type:	String
Saved in:	Preference

19.84 PLOTSTYLEPATH system variable

19.84.1 Plot styles path

The file path used for the Plot styles folders.

Separate file paths with semicolons (;).

BricsCAD only

Type:	String
Saved in:	Preference

19.85 PLOTTER system variable

19.85.1 Plotter (Obsolete)

Has no effect except to preserve the integrity of older scripts and LISP routines.

Type:	Short
Saved in:	Registry

19.86 PLOTTRANSPARENCYOVERRIDE system variable

19.86.1 Plot transparency override

Controls if transparencies are enabled for print.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1
Possible options:	0: Transparencies are disabled 1: Value from page setup dialog is used 2: Transparencies are enabled

19.87 PLQUIET system variable

19.87.1 Plot quiet

Controls if optional dialog boxes and nonfatal errors display during batch plot or when a script is run.

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

19.88 POINTCLOUD2DVSDISPLAY system variable

19.88.1 Toggle show/hide bounding box in 2d wireframe mode

Controls the display of a bounding box and warning message when the 2D Wireframe visual style is active and there are point clouds in the drawing. Point clouds are not displayed when the 2D Wireframe visual style is active.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible options:	0: Display a bounding box and warning message that point clouds are not displayed in 2D wireframe visual style 1: Do not display bounding box and warning message

19.89 POINTCLOUDADAPTIVEDISPLAY system variable

19.89.1 Toggle adaptive vs. fixed point sizes

Uses adaptive point sizes for point cloud display. If off, uses fixed point sizes.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Range:	0 to 1
Default value:	0
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

19.90 POINTCLOUDBOUNDARY system variable

19.90.1 Show/hide point cloud extent boundary

Controls how the point cloud boundary is displayed.

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

Default value:	1
Possible options:	0: Don't show 1: Show only when selected 2: Always show

19.91 POINTCLOUDBUBBLESSIZE system variable

19.91.1 Bubble size

Size used for displaying bubbles.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.5

19.92 POINTCLOUDCACHEFOLDER system variable

19.92.1 Disk cache folder

The file path(s) used to store point cloud cache files.

Separate file paths with semicolons (;).

Note: Multiple paths are supported. The first one is used for adding new cached or preprocessed data.

BricsCAD only

Type:	String Standard
Saved in:	Preference
Default value:	C:\Users\%username%\AppData\Roaming\Bricsys\BricsCAD \V27x64\en_US\PointCloudCache

19.93 POINTCLOUDEYEDOMELIGHTING system variable

19.93.1 Eye dome lighting strength

Eye dome lighting strength. If 0, eye dome lighting is disabled.

Values between 0 and 10 are accepted (default 1).

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 10
Default value:	1

19.94 POINTCLOUDGAPFILLING system variable

19.94.1 Gap filling size

Gap between points to fill in pixels. If 0, gap filling is disabled.

Values between 0 and 10 are accepted (default 0).

BricsCAD only

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

19.95 POINTCLOUDHSPC system variable

19.95.1 HSPC mode

Toggles the format used to preprocess point clouds HSPC/BCAD.

Note: The HSPC file format (Hexagon Smart Point Cloud) is a proprietary format developed by Hexagon VCH (Visual Computing Hub). Using this format enables storing per point information which will be used to have more point cloud functionalities (in the future).

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Use BCAD to preprocess point clouds. On (1): Use HSPC to preprocess point clouds.

19.96 POINTCLOUDNORMALS system variable

19.96.1 Normal calculation

Calculates normals during point cloud preprocessing, used to identify planar (flat surfaces) such as walls and floors.

Applies if the POINTCLOUDHSPC system variable is on (1).

Note:

- When a point cloud is structured (in other words it has bubbles), the normal vectors will be computed automatically during preprocessing.
- Structured point clouds already available in the cache in HSPC which have no normal vectors yet can be computed with the POINTCLOUDNORMALS command.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Disable normal calculation during HSPC preprocessing. On (1): Enable normal calculation during HSPC preprocessing.

19.97 POINTCLOUDPOINTMAX system variable

19.97.1 Maximum number of points (in millions)

Maximum number of points displayed per point cloud. This is independent of the number of points in the dataset.

Note: Values between 1 and 50 are accepted.

Type:	Short
Saved in:	Registry
Range:	1 to 50
Default value:	10

19.98 POINTCLOUDPOINTSIZE system variable

19.98.1 Point size

Point cloud point display size, in pixels.

Values between 1 and 10 are accepted.

Type:	Short
Saved in:	Drawing
Range:	1 to 10
Default value:	2

19.99 POINTCLOUDRENDERMODE system variable

19.99.1 Render mode

Controls the render mode of the point cloud.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	1
Possible options:	0: Default 1: Dollhouse - hides points with normal pointing away from the camera view direction 2: Outline - only visualizes points with normal perpendicular to camera view direction

19.100 POINTCLOUDSHOWBUBBLES system variable

19.100.1 Bubble display mode

Controls the display mode of the bubbles.

BricsCAD only

Type:	Short

Saved in:	Preference
Range:	0 to 2
Default value:	1
Possible options:	0: Off 1: On 2: Visible only

19.101 POLARADDANG system variable

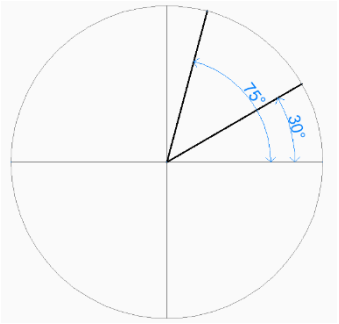
19.101.1 Polar add angles

Contains a list of custom polar snap angles, if the POLARMODE system variable is set to **Use additional polar tracking 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



19.102 POLARANG system variable

19.102.1 Polar angle

Controls the polar angle increments, in degrees.

Type:	Real

Saved in:	Registry
Default value:	90.0
Unit	degrees

19.103 POLARDIST system variable

19.103.1 Polar distance

Controls the snap increment for polar snap (if the SNAPTYPE system variable is set to **Polar snap**).

Type:	Real
Saved in:	Registry
Default value:	0.0

19.104 POLARMODE system variable

19.104.1 Polar mode

Controls entity snap tracking and polar snap tracking.

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

19.105 POLYSIDES system variable

19.105.1 Polygon sides

The number of sides last used with the POLYGON command.

Type:	Short
Saved in:	Not saved
Range:	3 to 1024
Default value:	4

19.106 POPERATIONSCOLOR system variable

19.106.1 Parametric operations color

Controls the color of the parametric operations' geometry.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	RGB:238,173,60

19.107 POPUPS system variable

19.107.1 Popups (Read Only)

Shows the status of the currently configured display driver.

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

19.108 PREVIEWDELAY system variable

19.108.1 Delay to preview selection

Controls the delay, before entities are highlighted on hover, in milliseconds.

Values between 0 and 1000 are accepted.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1000
Default value:	30

19.109 PREVIEWEFFECT system variable

19.109.1 Selection preview effect

Controls how a selection preview is displayed (Not yet supported).

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible options:	0: Dashed lines 1: Thickened lines 2: Dashed and thickened lines

19.110 PREVIEWFILTER system variable

19.110.1 Selection filter

Controls the entity types that can not be selected.

Type:	Short
Saved in:	Registry
Range:	0 to 63
Default value:	3

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

19.111 PREVIEWTYPE system variable

19.111.1 Preview type

Controls which view is used for drawing preview thumbnails (Not yet supported).

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: Last saved view 1: Home view

19.112 PREVIEWWNDINOPENDLG system variable

19.112.1 Preview window in open dialog

Shows a file preview in the Open dialog box. Can be set from the dialog (checkbox).

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

19.113 PRINTFILE system variable

19.113.1 Print file

Alternate name for plot files.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	.

19.114 PRINTPDFPREVIEW system variable

19.114.1 Print As PDF Preview

Controls if the Print As PDF preview uses the system default PDF viewer or an internal program window.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	1
Possible options:	0: Use internal window 1: Use external viewer

19.115 PRODUCT system variable

19.115.1 Product (Read Only)

Displays the product name.

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

19.116 PROFILEOFFSETBEHAVIOR system variable

19.116.1 Profile offset behavior

Controls the position of a solid or its axis, when the profile offset is changed.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible options:	0: Keep axis 1: Keep solid

19.117 PROGBAR system variable

19.117.1 Progress bar

Controls 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

19.118 PROGRAM system variable

19.118.1 Program (Read Only)

Displays the program name.

Type:	String
Saved in:	Not saved

Default value:	BRICSCAD

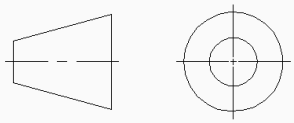
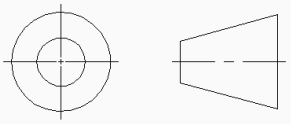
19.119 PROJECTIONTYPE system variable

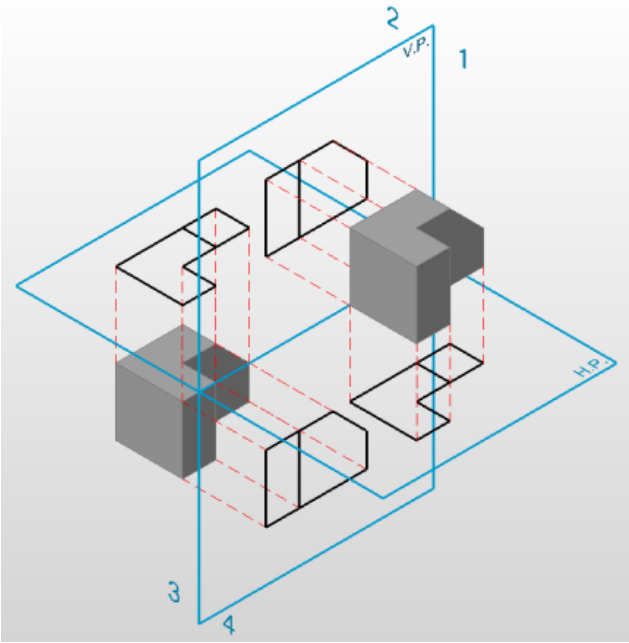
19.119.1 Drawing view projection type

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 options:	0: First angle projection type - Europe 1: Third angle projection type - United States, Canada, Australia

Projection	Symbol
First angle	
Third angle	



19.120 PROJECTLOCATIONVISIBILITY system variable

19.120.1 Project location marker visibility

Controls the visibility of the Project location marker.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	1
Possible values:	OFF (0): Does not display the Project location marker in the drawing ON (1): Displays the Project location marker in the drawing

19.121 PROJECTNAME system variable

19.121.1 Project name

The project name of 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

19.122 PROJECTSEARCHPATHS system variable

19.122.1 Project search paths

Stores a list of project names, each with a list of file paths to search.

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.

Separate file paths with semicolons (;).

BricsCAD only

Type:	String
Saved in:	Preference

19.123 PROJMODE system variable

19.123.1 Projection mode

Controls 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 options:	0: True 3D mode (no projection) 1: Project to the XY plane of the current UCS 2: Project to the current view plane

19.124 PROMPTMENU system variable

19.124.1 Prompt menu

Controls the command prompt menu dialog.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 5
Default value:	0
Possible options:	0: Don't display prompt menu 1: Display prompt menu 2: Display prompt menu top-left 3: Display prompt menu top-right 4: Display prompt menu bottom-left 5: Display prompt menu bottom-right

19.125 PROMPTMENUFLAGS system variable

19.125.1 Prompt menu flags

Controls the behavior of the prompt menu.

See the PROMPTMENU system variable.

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

19.126 PROMPTOPTIONFORMAT system variable

19.126.1 Prompt option format

Controls how command options are displayed in the Command line.

A command option has a keyword, a description and a shortcut. The shortcut is the keyword without lower case characters (a-z).

For example, the third option of the CIRCLE command:

Keyword = **TanTanRad**

Description = **Tangent-Tangent-Radius**

Shortcut = **TTR**

Note: The PROMPTOPTIONTRANSLATEKEYWORDS system variable 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 options:	0: Show description, with shortcut in upper-case 1: Show keyword only 2: Show description and keyword in brackets 3: Show description and shortcut in brackets 4: Show local keyword and global keyword in brackets (non-English versions only)

Example for the CIRCLE command:

Show description only (0)
Select center of circle or [2 Point/3 Point/Tangent-Tangent-Radius/turn Arc into circle/Multiple circles]:

Note: This is the default prompt option format in the English version. In other versions the default prompt option format depends on local standards.

Show keyword only (1)
Select center of circle or [2Point/3Point/TanTanRad/Arc/Multiple]:

Show description and keyword in brackets (2)
Select center of circle or [2 Point(2Point)/3 Point(3Point)/Tangent-Tangent-Radius(TanTanRad)/Turn arc into circle(Arc)/Multiple circles(Multiple)]:

Show description and shortcut in brackets (3)
Select center of circle or [2 Point(2P)/3 Point(3P)/Tangent-Tangent-Radius(TTR)/Turn arc into circle(A)/Multiple circles(M)]:

Show local keyword and global keyword in brackets (relevant in localized versions only) (4)
Select center of circle or [2Point/3Point/TanTanRad/Arc/Multiple]:

19.127 PROMPTOPTIONTRANSLATEKEYWORDS system variable

19.127.1 Prompt option translate keywords

Loads translated command option keywords.

If disabled, English keywords are used and global shortcuts can be used without an 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

19.128 PROPAGATESEARCHSPACE system variable

19.128.1 Search space

Asks for a search space during the BIMPROPAGATE command. Limits the locations and entity can be propagated to.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	Off

19.129 PROPAGATETOLERANCE system variable

19.129.1 Position tolerance

The position tolerance used for the BIMPROPAGATE command, in drawing units.

BricsCAD only

Type:	Real
Saved in:	Registry
Default value:	0.00001

19.130 PROPERTYPREVIEW system variable

19.130.1 Property Preview

Shows property changes, on hover of combo box list values, in **Properties** panel, for selected entities.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Do not show property changes, on hover of combo box list values, in **Properties** panel, for selected entities On (1): Show property changes, on hover of combo box list values, in **Properties** panel, for selected entities

19.131 PROPERTYPREVIEWDELAY system variable

19.131.1 Property Preview Delay

Controls the delay before property changes show, on hover of combo box list values in **Properties** panel, in milliseconds. Applies if the PROPERTYPREVIEW system variable is on (1).

Values between 100 and 10000 are accepted.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	100 to 10000
Default value:	500

19.132 PROPERTYPREVIEWOBJLIMIT system variable

19.132.1 Property Preview Object Limit

Controls the maximum number of entities that can support hover properties. Values between 1 and 30,000 are accepted.

BricsCAD only

Type:	Short

Saved in:	Preference
Range:	1 to 30000
Default value:	500

19.133 PROPOBJLIMIT system variable

19.133.1 Properties entity limit

Controls the limit of entities displayed in the **Properties** panel to improve performance.

Values between 0 and 100000 are accepted. A value of 0 turns off the limitation.

Type:	Long
Saved in:	Registry
Default value:	1000
Possible values:	0 to 100000

19.134 PROPPREVTIMEOUT system variable

19.134.1 Property Preview Timeout

Controls the delay before hover properties display, in seconds.

Values between 1 and 5 are accepted.

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

19.135 PROPUNITS system variable

19.135.1 Property units

Automatically formats length, area, volume, dimension and mass units, in panels and input boxes. For example, 2000mm will be displayed as 2m.

Applies if the INSUNITS system variable is active.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 255
Default value:	47
Possible options:	1: Format length properties 2: Format area properties 4: Format volume properties 8: (Reserved) 16: Format dynamic dimensions 32: Format mass properties

19.136 PROXYGRAPHICS system variable

19.136.1 Proxy graphics

Saves images of proxy entities to 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

19.137 PROXYNOTICE system variable

19.137.1 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

19.138 PROXYSERVERENABLED system variable

19.138.1 Proxy server

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	0
Possible values:	Off (0): Don’t use proxy server On (1): Use proxy server

19.139 PROXYSERVERHTTP system variable

19.139.1 HTTP server

The address of proxy server for HTTP protocol.

BricsCAD only

Type:	String
Saved in:	Registry

19.140 PROXYSERVERHTTPPORT system variable

19.140.1 HTTP server port

The port number of proxy server for HTTP protocol.

BricsCAD only

Type:	String
Saved in:	Registry

19.141 PROXYSERVERHTTPS system variable

19.141.1 HTTPS server

The address of proxy server for HTTPS protocol.

BricsCAD only

Type:	String
Saved in:	Registry

19.142 PROXYSERVERHTTPSPORT system variable

19.142.1 HTTPS server port

The port number of proxy server for HTTPS protocol.

BricsCAD only

Type:	String
Saved in:	Registry

19.143 PROXYSERVERPASSWORD system variable

19.143.1 User password

The user password to log in to proxy server.

BricsCAD only

Type:	String
Saved in:	User setting

19.144 PROXYSERVERUSER system variable

19.144.1 User name

The user name to log in to proxy server.

BricsCAD only

Type:	String
Saved in:	User setting

19.145 PROXYSHOW system variable

19.145.1 Proxy show

Controls how proxy entities display in a drawing.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1
Possible options:	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

19.146 PROXYWEBSEARCH system variable

19.146.1 Proxy web search

Toggles the check for entity enablers.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible options:	0: Does not check for entity enablers 1: Check for entity enablers if connected to the internet

19.147 PSLTSCALE system variable

19.147.1 Paper space linetype scale

Controls the linetype scaling in paper space. If **Viewport scaling governs linetype scaling** is active, the length of the dashes is based on paper space drawing units - linetypes display identically, in all viewports, even if scaled differently.

A REGEN is required.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	1
Possible options:	0: No special linetype scaling 1: Viewport scaling governs linetype scaling

19.148 PSOLHEIGHT system variable

19.148.1 Polysolid height

Controls the default height, in drawing units, for the POLYSOLID command.

Type:	Real
Saved in:	Drawing
Default value:	80.0

19.149 PSOLWIDTH system variable

19.149.1 Polysolid width

Controls the default width, in drawing units, for the POLYSOLID command.

Type:	Real
Saved in:	Drawing
Default value:	5.0

19.150 PSTYLEMODE system variable

19.150.1 Plot style mode (Read Only)

The plot style mode of the current drawing.

To convert the current drawing to use named or color-dependent plot styles, use CONVERTPSTYLES.

Type:	Short

Saved in:	Drawing
Range:	0 to 1
Default value:	1
Possible options:	0: Named plot style tables 1: Color-dependent plot style tables

19.151 PSTYLEPOLICY system variable

19.151.1 Plot style policy

Controls if the color of an entity is associated with its plot style.

Note: 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 options:	0: No association between color and plot style 1: Associate an entity's plot style with its color

19.152 PSVPSCALE system variable

19.152.1 Paper space viewport scale

Controls the scale multiplier for new viewports created with the VPORTS command.

Note: The view scale multiplier is defined by comparing the ratio of units in paper space to the units in newly created model space viewports.

The view scale multiplier you set is used with the VPORTS command. A value of 0 means the scale multiplier is Scaled to Fit.

Type:	Real
Saved in:	Drawing

Default value:	0.0

19.153 PUBLISHALLSHEETS system variable

19.153.1 Publish all sheets

Controls how layouts are loaded to the **Publish** dialog box.

If on, loads all layouts from all active drawings. If off, loads only the layouts from the current drawing.

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

19.154 PUBLISHCOLLATE system variable

19.154.1 Publish collate

Combines published sheets with equal output configurations into single multi-page plot job.

Type:	Boolean
Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Do not collate publish sheets. On (1): Collate publish sheets.

Note:

- When off, the sheet set is processed in multiple steps (one sheet at a time) to generate a PLT file for each sheet. When plotting, the sheet plotting sequence can be interrupted by other plot jobs.
- When on, the entire sheet set is processed in a single step, generating one multi-sheet PLT file. When plotting, the sheet plotting sequence cannot be interrupted by other plot jobs.
- A plot driver that supports the multi-sheet plotting or printing option is needed for publishing sheets in a single step.

19.155 PUCSBASE system variable

19.155.1 Paper space UCS base (Read Only)

The name of the UCS that controls the orthographic UCS in paper space.

Type:	String
Saved in:	Drawing

20. Q

20.1 QAFLAGS system variable

20.1.1 Quality Assurance flags

Internal system variable with flags for Quality Assurance and testing.

Note: 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:	0: 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

Note: When bit 4096 is checked, it enables assertion logging in the BricsCAD Command line.

20.2 QSELECTAUTOCLOSE system variable

20.2.1 Quick Select auto close

Controls whether there's an automatic switch from Quick Select to properties panel after a selection set is updated.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	0
Possible values:	Off (0): Remain in Quick Select mode after selection set update On (1): Automatically switch to properties panel after selection set update

20.3 QSELECTINIT system variable

20.3.1 Quick Select initial

Controls whether the Quick Select panel preselects only the selected entities or all entities.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	1
Possible options:	0: Preselect all entities 1: Preselect only selected entities

20.4 QSELECTLIST system variable

20.4.1 Quick Select List

Controls what appears in the entity types dropdown in Quick Select panel.

BricsCAD only

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

Possible options:	0: Show break down of all and selected entity types in drawing 1: Show break down of all entity types in drawing 2: Show break down of selected entity types in drawing

20.5 QTEXTMODE system variable

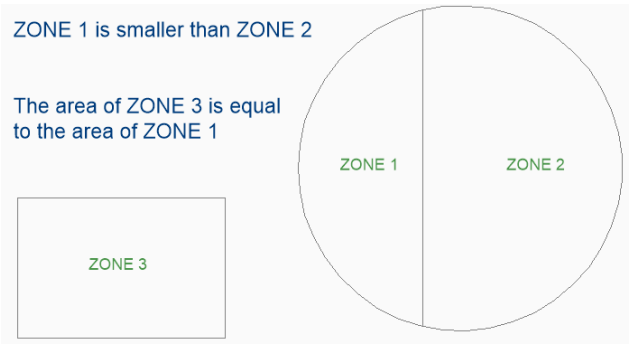
20.5.1 Quick text mode

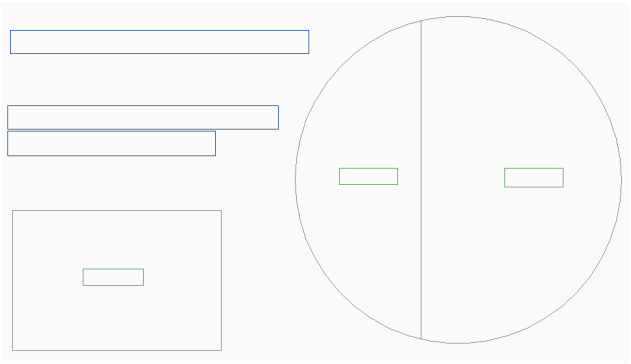
Controls how text entities are displayed.

- When On: this turns on quick text mode, rendering all text – text, mtext, attributes, dimension text, and so 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.

Note: 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





20.6 QUADCOMMANDLAUNCH system variable

20.6.1 Quad default command launch

Controls how the first Quad command is activated.

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:	0
Possible options:	0: Do not launch the first Quad command on right-click 1: Launch the first Quad command on right-click when the Quad is displayed

20.7 QUADDISPLAY system variable

20.7.1 Quad display

Determines when to display the Quad.

BricsCAD only

Note: When the SELECTIONPREVIEW system variable is Off, the **Display the Quad when the cursor hovers over an entity** option of the QUADDISPLAY system variable is ignored, and the Quad is not displayed.

Type:	Short
Saved in:	Registry
Range:	-15 to 15
Default value:	3
Possible options:	negative: Switch off Quad 0: Do not display the Quad 1: Display the Quad when the cursor hovers over 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

20.8 QUADEXPANDDELAY system variable

20.8.1 Quad expand delay

Controls the delay for the Quad to expand, after the cursor moves over the Quad, in milliseconds.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	160

20.9 QUADEXPANDTABDELAY system variable

20.9.1 Quad expand tab delay

Controls the delay for a Quad tab to expand, after the cursor moves over the Quad, in milliseconds.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	50

20.10 QUADGOTRANSPARENT system variable

20.10.1 Quad go transparent

Controls if the Quad goes transparent when the mouse moves 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

20.11 QUADHIDEDELAY system variable

20.11.1 Quad hide delay

Controls the delay before the Quad hides, when the mouse is inactive, in milliseconds.

Applies to the zone set in the QUADHIDEMARGIN system variable.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	350

20.12 QUADHIDEMARGIN system variable

20.12.1 Quad hide margin

Controls the width of the active margin area around the Quad.

As long as the mouse keeps moving inside this margin, the Quad will stay visible. The Quad will still gradually go transparent if QUADGOTRANSPARENT system variable 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

20.13 QUADICONSIZE system variable

20.13.1 Quad icon size

Controls the Quad icon size.

BricsCAD only

Type:	Short
Saved in:	Workspace
Default value:	1
Possible options:	0: Small icons 1: Large icons 2: Extra-large icons

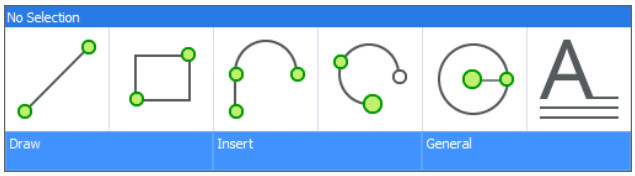
Small Icons:



Large Icons:



Extra Large Icons:



20.14 QUADICONSPACE system variable

20.14.1 Quad icon space

Controls the spacing between icons.

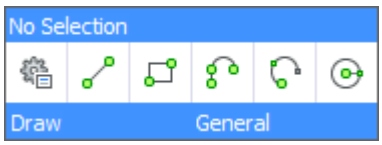
BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	1
Possible options:	0: Narrow 1: Normal 2: Wide

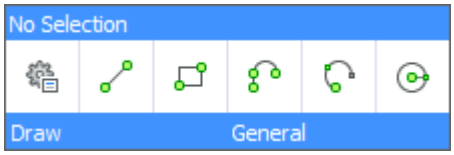
Narrow:



Normal:



Wide:



20.15 QUADMOSTRECENTITEMS system variable

20.15.1 Quad most recent items

Controls how many most recent items are displayed in the top bar of the Quad, remaining slots are filled by AI.

Values between 0 and 16 are accepted.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 16
Default value:	4

20.16 QUADPOPUPCORNER system variable

20.16.1 Quad popup corner

Controls 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 options:	0: Upper right 1: Middle right 2: Lower right

20.17 QUADSHOWDELAY system variable

20.17.1 Quad show delay

Controls the delay before the Quad shows, on hover, in milliseconds.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	150

20.18 QUADWIDTH system variable

20.18.1 Quad width

Controls the number of columns in the Quad.

Values between 4 and 16 are accepted.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	4 to 16
Default value:	6

21. R

21.1 R12SAVEACCURACY system variable

21.1.1 R12 Save accuracy

Controls the number of segments between spline control segments or on 90 degrees elliptical arcs when saved to R12.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	8

21.2 R12SAVEDEVIATION system variable

21.2.1 R12 Save deviation

Controls the deviation for ellipses and splines when saved to R12.

BricsCAD only

Type:	Real
Saved in:	Registry
Default value:	0.0

21.3 RASTERPREVIEW system variable

21.3.1 Raster preview

Controls if 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

21.4 RE_INIT system variable

21.4.1 Reinitialize Aliases (Read Only)

Reinitializes the digitizer, digitizer port and/or reloads PGP file (command aliases).

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)

21.5 REALTIMESPEEDUP system variable

21.5.1 Realtime speedup

Controls the number of mouse messages that are skipped during Pan operations.

Values between 0 and 10 are accepted.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 10
Default value:	5

21.6 REALWORLDSCALE system variable

21.6.1 Real world scale

Renders 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

21.7 RECENTFILES system variable

21.7.1 Recent file list max count

Controls the maximum number of files shown in the **Recent Files** section in the File menu (MRU's) and the Start page.

Values between 0 and 60 are accepted.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 60
Default value:	30

21.8 RECENTPATH system variable

21.8.1 Recent path

Most recently used file path.

BricsCAD only

Type:	String Standard
Saved in:	Preference

21.9 REDHILITE_DUCSLOCKED_FACE_ALPHA system variable

21.9.1 Face opacity

Controls the transparency of a selected face.

Values between 0 and 100 are accepted.

- A value of zero means fully transparent.
- A value of 100 is fully opaque.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	25 to 100
Default value:	25

21.10 REDHILITE_DUCSLOCKED_FACE_COLOR system variable

21.10.1 Face color

Controls the highlight color of a Dynamic UCS locked face.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	#007AFF

21.11 REDHILITE_HIDDENEDGE_ALPHA system variable

21.11.1 Edge opacity

Controls the transparency hidden edges, when a whole entity is selected, if the REDHILITEFULL_EDGE_SHOWHIDDEN system variable is on (1).

Values between 0 and 100 are accepted.

- A value of zero means fully transparent.
- A value of 100 is fully opaque.

BricsCAD only

Type:	Short
Saved in:	Preference

Range:	0 to 100
Default value:	50

21.12 REDHILITE_HIDDENEDGE_COLOR system variable

21.12.1 Hidden edge color

Controls the color of hidden edges, when a whole entity is selected, if the REDHILITEFULL_EDGE_SHOWHIDDEN system variable is on (1).

BricsCAD only

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

21.13 REDHILITEFULL_EDGE_ALPHA system variable

21.13.1 Edge opacity

Controls the transparency of an edge, when a whole entity is selected.

Values between 0 and 100 are accepted.

- A value of zero means fully transparent.
- A value of 100 is fully opaque.

BricsCAD only

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

21.14 REDHILITEFULL_EDGE_COLOR system variable

21.14.1 Edge color

Controls the color of an edge, when a whole entity is selected.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	0, 122, 255 (Settings dialog) #007AFF (Command line)

21.15 REDHILITEFULL_EDGE_SHOWHIDDEN system variable

21.15.1 Hidden edges

Displays hidden edges, when a whole entity is selected.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Don’t show hidden edges On (1): Show hidden edges

21.16 REDHILITEFULL_EDGE_SMOOTHING system variable

21.16.1 Edge smoothing

Controls if smooth (anti-aliased) lines are shown, when a whole entity is selected.

BricsCAD only

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

21.17 REDHILITEFULL_EDGE_THICKNESS system variable

21.17.1 Edge thickness

Controls the thickness of an edge, when a whole entity is selected.

Values between 0.0 and 20.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Preference
Range:	0.0 to 20.0
Default value:	2.0

21.18 REDHILITEFULL_FACE_ALPHA system variable

21.18.1 Face transparency

Controls the transparency of a face when selected.

Values between 0 and 100 are accepted.

- A value of zero means fully transparent.
- A value of 100 means fully opaque.

BricsCAD only

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

21.19 REDHILITEFULL_FACE_COLOR system variable

21.19.1 Face color

Controls the color of a face, when a whole entity is selected.

BricsCAD only

Type:	String

Saved in:	Preference
Possible values:	0, 122, 255 (Settings dialog) #007AFF (Command line)

21.20 REDHILITEPARTIAL_SELECTEDEDGE_ALPHA system variable

21.20.1 Edge opacity

Controls the transparency of an edge, when selected.

Values between 0 and 100 are accepted.

- 0 is fully transparent.
- 100 is fully opaque.

BricsCAD only

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

21.21 REDHILITEPARTIAL_SELECTEDEDGE_COLOR system variable

21.21.1 Edge color

Controls the color of an edge, when selected.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	255, 128, 0 (Settings dialog) #FF8000 (Command line)

21.22 REDHILITEPARTIAL_SELECTEDEDGE_SHOWGLOW system variable

21.22.1 Glow

Toggles a glow effect on an edge, when selected.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don’t show glow On (1): Show glow

21.23 REDHILITEPARTIAL_SELECTEDEDGE_SMOOTHING system variable

21.23.1 Edge smoothing

Displays smooth (anti-aliased) lines when, when selected.

BricsCAD only

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

21.24 REDHILITEPARTIAL_SELECTEDEDGE_THICKNESS system variable

21.24.1 Edge thickness

Controls the thickness of an edge, when selected, in pixels.

Values between 0.0 and 20.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Preference
Range:	0.0 to 20.0
Default value:	2.0

21.25 REDHILITEPARTIAL_SELECTEDEDGEGLOW_ALPHA system variable

21.25.1 Glow transparency

Controls the transparency of the glow. See also the REDHILITEPARTIAL_SELECTEDEDGE_SHOWGLOW system variable.

Values between 0 and 100 are accepted.

- A value of zero means fully transparent.
- A value of 100 is fully opaque.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 100
Default value:	75

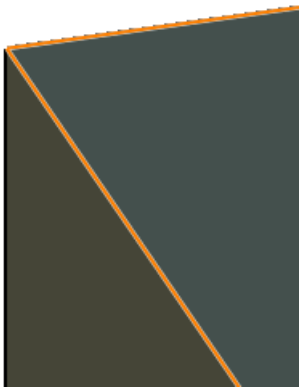
21.26 REDHILITEPARTIAL_SELECTEDEDGEGLOW_COLOR system variable

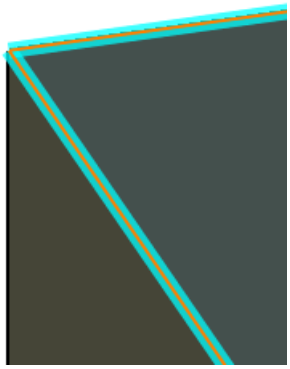
21.26.1 Glow color

Controls the color of the glow effect on an edge, when selected. See also the REDHILITEPARTIAL_SELECTEDEDGE_SHOWGLOW system variable.

BricsCAD only

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





21.27 REDHILITEPARTIAL_SELECTEDEDGEGLOW_SMOOTHING system variable

21.27.1 Glow smoothing

Displays smooth (anti-aliased) lines for the glow effect on an edge, when selected. See also the REDHILITEPARTIAL_SELECTEDEDGE_SHOWGLOW system variable.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Smooth glow lines off On (1): Smooth glow lines on

21.28 REDHILITEPARTIAL_SELECTEDEDGEGLOW_THICKNESS system variable

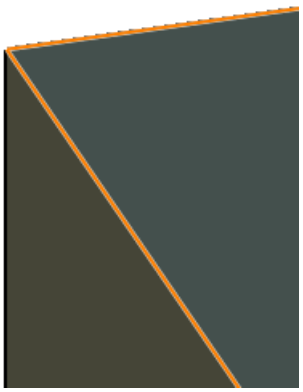
21.28.1 Glow thickness

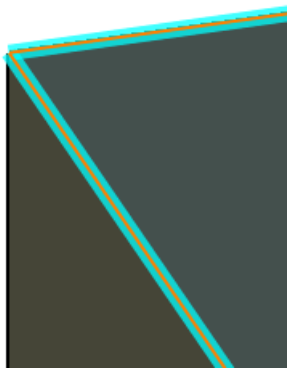
Controls the thickness of the glow effect on an edge, when selected, in pixels. See also the REDHILITEPARTIAL_SELECTEDEDGE_SHOWGLOW system variable.

Values between 0.0 and 20.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Preference
Range:	0.0 to 20.0
Default value:	3.0





21.29 REDHILITEPARTIAL_SELECTEDFACE_ALPHA system variable

21.29.1 Face opacity

Controls the transparency of a face, when selected.

Values between 0 and 100 are accepted.

- A value of zero means fully transparent.
- A value of 100 is fully opaque.

BricsCAD only

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

21.30 REDHILITEPARTIAL_SELECTEDFACE_COLOR system variable

21.30.1 Face color

Controls the color of a face, when selected.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	#007AFF

21.31 REDHILITEPARTIAL_UNSELECTEDEDGE_SHOWHIDDEN system variable

21.31.1 Hidden edges

Controls if hidden edges are be displayed on selection.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On

Possible values:	Off (0): Don’t show hidden edges On (1): Show hidden edges

21.32 REDUCELENGTHTYPE system variable

21.32.1 Reduce Length Type

Sets default flow fitting reduce length type.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0
Possible options:	(0): Profile Width Ratio (1): Absolute Value

21.33 REDUCELENGTHVALUE system variable

21.33.1 Reduce Length Value

Sets default flow fitting reduce length value.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0.0 to 1e6
Default value:	0.5

21.34 REFEDITLOCKNOTINWORKSET system variable

21.34.1 Refedit lock

Locks entities that are not in the XRef, when in Reference Edit mode (REFEDIT).

BricsCAD only

Type:	Boolean

Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Do not lock entities not in the chosen XRef On (1): Lock entities not in the chosen XRef

21.35 REFEDITNAME system variable

21.35.1 Refedit name (Read Only)

The name of the XRef currently being edited.

Type:	String
Saved in:	Not saved

21.36 REFPATHTYPE system variable

21.36.1 Default path type of reference files

Controls if reference files are attached using full, relative or no paths, when they are attached for the first time.

Type:	Short
Saved in:	Registry
Default value:	1
	0: No path 1: Relative path 2: Full path

Note: Reference files that are already attached are not affected.

21.37 REGENMODE system variable

21.37.1 Regeneration mode

Toggles automatic regeneration on/off. See also the REGENAUTO command.

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

21.38 REGEXPAND system variable

21.38.1 Registry paths expanding type

Controls the types of paths stored to a registry (absolute or expandable).

Note: A re-start is required.

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

21.39 REMEMBERFOLDERS system variable

21.39.1 Remember folders

The file path used 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 options:	0: Start in path - see the DRAWINGPATH and BLOCKSPATH system variables 1: Use most recent path

21.40 RENDERCOMPOSITIONMATERIAL system variable

21.40.1 Render Composition Material

Renders the materials of compositions and their plies.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0-1 (On-Off)
Default value:	0
Possible options:	0: Do not render the materials of compositions and their plies 1: Render the materials of compositions and their plies

Note: The RENDERCOMPOSITIONMATERIAL system variable is only available for **BIM** and **Ultimate** license levels.

21.41 RENDERLOWQUALITYFLAGS system variable

21.41.1 Render low quality flags

Controls which graphical systems will be disabled during a low quality preview.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 31
Default value:	31

Possible options:	1: Lower AntiAliasScreen to 1 2: Lower visual fidelity (shadows and transparency) 4: Decrease POINTCLOUDPOINTMAX 8: Disable lights 16: Disable edge display

21.42 RENDERLOWQUALITYTHRESHOLD system variable

21.42.1 Render low quality threshold

Controls the frametime threshold used to display a lower graphical quality preview of the viewport.

If frametime goes above this threshold a preview of lower graphical quality will be displayed until updates stop.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	2
Possible options:	0: Never show a preview 1: 50ms 2: 100ms 3: 250ms

21.43 RENDERMATERIALDOWNLOAD system variable

21.43.1 Download missing resources for render materials

Automatically downloads missing render materials resources.

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

21.44 RENDERMATERIALSPATH system variable

21.44.1 Render materials directory path

The file path(s) for user created render material files.

Separate file paths with semicolons (;).

BricsCAD only

Type:	String
Saved in:	Registry

21.45 RENDERUSINGHARDWARE system variable

21.45.1 Render using hardware

Controls if hardware is used to render. Switch this off if there are problems caused by the graphics card or driver.

A restart may be required.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	1
Possible options:	0: Use software only (slower) 1: Prefer hardware (faster) 2: Prefer software (only for testing purposes) 3: Use hardware only (only for testing purposes)

21.46 REPORTPANELMODE system variable

21.46.1 Report panel mode

Controls the look of the **Report** panel.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 2
Default value:	2
Possible options:	0: Classic - Report Panel has a classic appearance as a dockable window 1: Modern - Report Panel is a transparent window 2: Hidden - Report panel is a transparent window hidden in the Status bar

21.47 REPORTPDFSHXTEXT system variable

21.47.1 PDFSHXTEXT Report

Highlight converted text and show message box with conversion results.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Converted text is not displayed as highlighted and the conversion results are shown only in the Command history On (1): Converted text is displayed highlighted and message is shown

21.48 RESTORECONNECTIONS system variable

21.48.1 Restore Connections

Restores structural connections after commands.

Type:	Boolean
Saved in:	Registry
Default value:	1
Possible values:	Off (0): Don’t Restore Connections On (1): Restore Connections

21.49 RESTORELOSTFOCUS system variable

21.49.1 Restore lost focus (Linux)

Controls lost focus recovery. Dependent on the window manager, focus may be lost by when short-lived windows like Quad and rollover tips are used.

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

21.50 RETAINEDGRAPHICS system variable

21.50.1 Retained Graphics

Toggles the use of retained graphics.

Retained graphics can improve the performance of certain operations, for example, rotating and panning the camera.

Type:	Boolean
Saved in:	Preference
Default value:	1
Possible values:	Off (0): Don’t use retained graphics On (1): Use retained graphics

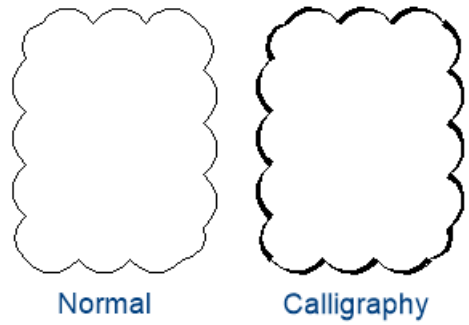
21.51 REVCLOUDARCSTYLE system variable

21.51.1 Revision cloud default arc style

Controls the default arc style for revision clouds.

Type:	Short
Saved in:	Registry
Default value:	0

Possible options:	0: Normal 1: Calligraphy

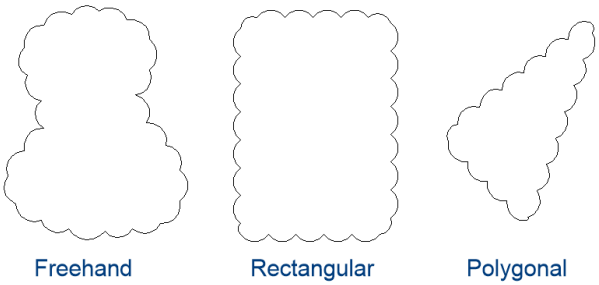


21.52 REVCLOUDCREATEMODE system variable

21.52.1 Revision cloud creation mode

Controls the default revision cloud creation mode.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1
Possible options:	0: Freehand 1: Rectangular 2: Polygonal



21.53 REVCLOUDGRIPS system variable

21.53.1 Revision cloud grips

Uses custom grips for revision clouds.

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

21.54 REVCLOUDLAYER system variable

21.54.1 Default layer for new revision clouds

Controls the default layer for new revision clouds.

Type:	String
Saved in:	Drawing
Default value:	. (use current)

21.55 REVCLOUDMAXARCLENGTH system variable

21.55.1 Revision cloud default maximum arc length

Controls the default maximum arc length for revision clouds. The maximum arc length is multiplied by the value of the DIMSCALE system variable.

Type:	Real
Saved in:	Registry
Default value:	0.375

21.56 REVCLOUDMINARCLENGTH system variable

21.56.1 Revision cloud default minimum arc length

Controls the default minimum arc length for revision clouds. The minimum arc length is multiplied by the value of the DIMSCALE system variable.

Type:	Real
Saved in:	Registry
Default value:	0.375

21.57 REVCLOUDPROPMAXVERTICES system variable

21.57.1 Revision cloud property maximum vertices

Controls the number of revision cloud vertices above which geometric properties are not shown.

Note: Values between 1 and 1000000 are accepted.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 1000000
Default value:	10000

21.58 RHINOVERSION system variable

21.58.1 Rhino Export version

The 3DM version used to export to Rhino.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 60
Default value:	0

Possible options:	0: Last available 2: Rhino 2 3: Rhino 3 4: Rhino 4 50: Rhino 5 60: Rhino 6

21.59 RIBBONDOCKEDHEIGHT system variable

21.59.1 Ribbon docked height

Controls the height of the Ribbon.

Values between 0 and 500 are accepted. Values lower than the current Ribbon content will be disregarded.

A value of 0 means Automatic height.

Note: Values below 124 are effective only in certain circumstances.

Type:	Short
Saved in:	Registry
Range:	0 to 500
Default value:	0

21.60 RIBBONGRAYOUT system variable

21.60.1 Ribbon Grayout Mechanism On/Off

Toggles the grayout mechanism in the ribbon On or Off.

Note: A restart may be required.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	1
Possible values:	0: The grayout mechanism in the ribbon is disabled. 1: The grayout mechanism in the ribbon is activated.

21.61 RIBBONPANELMARGIN system variable

21.61.1 Panel margin

The size, in pixels, of the blank space at the Ribbon panel edges.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 50
Default value:	8

21.62 RIBBONSETTINGSENABLED system variable

21.62.1 Ribbon interface settings control on/off

Toggles the display of the Interface Settings control in the ribbon on/off.

Note: A restart may be required.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	1
Possible values:	0: Do not display the Interface Settings control in the ribbon 1: Display the Interface Settings control in the ribbon

21.63 RIBBONSTATE system variable

21.63.1 Ribbon state (Read Only)

Indicates if the Ribbon is on.

The ribbon can be closed with the RIBBONCLOSE command and can be displayed with the RIBBON command.

Type:	Boolean
Saved in:	Registry

Default value:	Off
Possible values:	Off (0): Don’t show ribbon bar On (1): Show ribbon bar

21.64 ROAMABLEROOTPREFIX system variable

21.64.1 Roamable root prefix (Read Only)

The path of the root folder where roamable files for the current user such as menus and plotstyles, were installed.

Type:	String Standard
Saved in:	Registry

21.65 ROLLOVEROPACITY system variable

21.65.1 Rollover opacity

Controls the opacity of the Quad.

Values between 10 and 100 are accepted.

- A value of 10 means maximum transparency.
- A value of 100 means full opacity.

Type:	Short
Saved in:	Registry
Range:	10 to 100
Default value:	100

21.66 ROLLOVERPARAMS system variable

21.66.1 Rollover parameters

Show block parameters in the rollover tips.

Type:	Boolean
Saved in:	Registry

Default value:	On
Possible values:	Off (0): Don’t show block parameters On (1): Show block parameters

21.67 ROLLOVERSELECTIONSET system variable

21.67.1 Rollover selection set

Controls the behavior of properties in the rollover tips, when mixed entities are selected. Setting the value to **Properties shared by all selected entities** decreases performance on large selections.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	2
Possible options:	0: No properties 1: General properties 2: Properties shared by all selected entities

21.68 ROLLOVERTIPS system variable

21.68.1 Rollover tips

Display entity properties in Quad, either on hover or on demand from Quad titlebar.

Note: When the SELECTIONPREVIEW system variable is Off, the ROLLOVERTIPS system variable is ignored, and entity properties are not displayed when you hover the cursor over entities.

Type:	Short
Saved in:	Registry
Default value:	1
Possible values:	Off (0): Show properties on demand from Quad titlebar On (1): Show properties on hover

21.69 RTDISPLAY system variable

21.69.1 Realtime display

Controls how raster images and OLE entities display during ZOOM or PAN action.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible options:	0: Display raster images and OLE content 1: Display outlines only

21.70 RTISOLATESELECTION system variable

21.70.1 Realtime selection isolation

Controls if the active selection is automatically isolated during realtime rotation.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off
Possible values:	Off (0): Disable automatic isolation of active selection during realtime rotation On (1): Enable automatic isolation of active selection during realtime rotation

21.71 RTROTATIONSPEEDFACTOR system variable

21.71.1 Realtime Rotation Speed Factor

Controls the rotation speed for the Look and Walk tools (RTLOOK and RTWALK commands).

Values between 0.01 and 100.00 are accepted.

BricsCAD only

Type:	Real

Saved in:	Preference
Range:	0.01 to 100.
Default value:	1

21.72 RUBBERBANDCOLOR system variable

21.72.1 Rubber band color

Controls the color of the rubber band line, used for temporary snap tracking.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	40

21.73 RUBBERBANDSTYLE system variable

21.73.1 Rubber band dashed style

Enables a dashed linestyle for the rubber band line, used for temporary snap tracking.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Dashed style off On (1): Dashed style on

21.74 RUBBERSHEET (for OS X) system variable

21.74.1 Rubbersheet Touchpad

Enable simultaneous zoom/rotate/pan with dual finger movements on the 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

21.75 RUBBERSHEETSENSIBILITY (FOR OS X) system variable

21.75.1 Rubbersheet gesture activation sensibility

Controls the sensitivity of gestures.

Values of 0 to 10 are accepted.

Type:	Short
Saved in:	Registry
Range:	0 to 10
Default value:	5

21.76 RULERDISPLAY system variable

21.76.1 Ruler display

Shows a ruler during Manipulator operations.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Do not display ruler On (1): Display ruler

21.77 RULERTEXTCOLOR system variable

21.77.1 Ruler Text Color

Controls the text color of the Manipulator ruler.

Applies only if the RULERDISPLAY system variable is on (1).

Type:	String
Saved in:	Preference
Default value:	#c8c8c8
Possible values:	RGB color code Hex color code Index color code

A new value for the variable can be entered in the Command line.

21.78 RUNASLEVEL system variable

21.78.1 Run as license level

Runs the program in a different (lower) level than the licensed level. If the licensed level is lower than RUNASLEVEL, RUNASLEVEL is ignored.

Note: A restart is required.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 5
Default value:	5
Possible options:	0: Lite 1: Pro 2: (Obsolete) 3: BIM 4: Mechanical 5: Ultimate

21.79 RVTRFALEVELOFDETAIL system variable

21.79.1 Level of detail

Controls the level of detail (LOD) for RVT and RFA import.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	1 to 3
Default value:	3
Possible options:	1: Coarse 2: Medium 3: Fine

21.80 RVTVALIDATEBREP system variable

21.80.1 Validate BREP geometry

Validate BREP geometry during an RVT import.

Warning: Disabling this may import more geometry without no check on integrity.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	1
Possible values:	0: Off (Disable) 1: ON (Enable)

22. S

22.1 SAFEMODE system variable

22.1.1 Safe mode (Read Only)

Indicates 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.

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

22.2 SAVECHANGETOLAYOUT system variable

22.2.1 Layout changes

Saves changes to a layout from the print dialog.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Do not save changes to layout from print dialog. On (1): Save changes to layout from print dialog.

22.3 SAVEFIDELITY system variable

22.3.1 Save fidelity

Controls if this drawing is saved with visual fidelity.

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

22.4 SAVEFILE system variable

22.4.1 Save file name (Read Only)

The current automatic save file name.

Type:	String
Saved in:	Not saved

22.5 SAVEFILEPATH system variable

22.5.1 Save file path

The file path where automatic saves and temporary files are stored.

Type:	String Standard
Saved in:	Registry

22.6 SAVEFORMAT system variable

22.6.1 Save format

Controls the default save format.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 39
Default value:	1

Possible options:	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

22.7 SAVELAYERSNAPSHOT system variable

22.7.1 Save Layer Snapshot with view

Saves the current layer settings and uses them for new views.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On

22.8 SAVENAME system variable

22.8.1 Saved drawing name (Read Only)

The file name and folder path of the current drawing.

Type:	String
Saved in:	Not saved

22.9 SAVEONDOCSWITCH system variable

22.9.1 Save on document switch

Saves the drawing automatically when another drawing tab 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

22.10 SAVEROUNDTRIP system variable

22.10.1 Save roundtrip

Allows information, in a database file, not supported in the drawing to be saved.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On

22.11 SAVETIME system variable

22.11.1 Save time interval

Controls the interval for automatic saves, in minutes.

Values between 0 and 240 are accepted. If set to zero, automatic saves are turned off.

Type:	Short
Saved in:	Registry
Range:	0 to 240
Default value:	20
Possible options:	0: Turn off automatic saving 1 - 240: Saves the drawing at intervals specified (in minutes)

22.12 SCREENBOXES system variable

22.12.1 Screen menu boxes (Read Only)

Contains the number of boxes displayed in the screen menu. If the screen menu is turned off, the value is zero.

Type:	Short
Saved in:	Not saved

22.13 SCREENMODE system variable

22.13.1 Screen mode (Read Only)

Stores the graphic/text state of the program display.

Type:	Short
Saved in:	Not saved
Range:	0 to 3
Possible options:	0: Text screen is displayed 1: Drawing area is displayed 2: Dual-screen display is configured

22.14 SCREENSIZE system variable

22.14.1 Screen size (Read Only)

The size of the current viewport, in pixels (width x height).

Type:	2D point
Saved in:	Not saved

22.15 SCRLHIST system variable

22.15.1 Scroll history

Controls the number of lines stored in the history of the Command line.

Values between 0 and 256 are accepted.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 or greater
Default value:	256

22.16 SDI system variable

22.16.1 Single-document interface (Windows)

Controls if a drawing is opened in a new application 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 application instance.

Note: 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 options:	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)

22.17 SECTIONOFFSETSTEP system variable

22.17.1 Section plane offset step

Step size used for increments of the section plane offset property.

When set to a negative value, BricsCAD determines the step size automatically based on the section plane properties.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	-1

22.18 SECTIONPLANEVISIBILITY system variable

22.18.1 Section plane visibility

Controls the visibility of section planes.

When set to 0, section planes are displayed as lines. When set to 1, they are displayed according to their type.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	1
Possible options:	0: Show section planes as lines 1: Show section planes according to their type

22.19 SECTIONRESULTINTERVAL system variable

22.19.1 Section result interval

The distance between generated section blocks in model space.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	400.0

Note:

- If INSUNITS=inches (1), the default value of SECTIONRESULTINTERVAL is 400.0.
- If INSUNITS=millimeters (4), the default value of SECTIONRESULTINTERVAL is 10000.0.
- If INSUNITS=centimeters (5), the default value of SECTIONRESULTINTERVAL is 1000.0.
- If INSUNITS=meters (6), the default value of SECTIONRESULTINTERVAL is 10.0.

22.20 SECTIONSCALE system variable

22.20.1 Section scale

The default scale used to generate sections.

Values between 0.000001 and 1000000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Registry
Default value:	0.02

22.21 SECTIONSETTINGSSEARCHPATH system variable

22.21.1 Section settings search path

The file path for BIM section styles, BIM tag styles and drawing customizations.

Separate paths with semicolons (;).

BricsCAD only

Type:	String Standard

Saved in:	Registry

22.22 SECTIONSHEETSETTEMPLATEIMPERIAL system variable

22.22.1 Section sheet set template imperial

The file path for the Sheet Set file (DST) used as template for a new section. Applies only when MEASUREMENT system variable is 0 (imperial).

The default file is BIM-section-imperial.dst, which can be found in the {SheetSetTemplatePath} folder.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	BIM-section-imperial.dst

Note: The SECTIONSHEETSETTEMPLATEIMPERIAL system variable is only available for **BIM** and **Ultimate** license levels.

22.23 SECTIONSHEETSETTEMPLATEMETRIC system variable

22.23.1 Section sheet set template metric

The file path for Sheet Set file (dst), used as template for a new section. Applies only when the MEASUREMENT system variable is 1 (metric).

The default file is BIM-section-metric.dst, which can be found in the {SheetSetTemplatePath} folder.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	BIM-section-metric.dst

Note: The SECTIONSHEETSETTEMPLATEMETRIC system variable is only available for **BIM** and **Ultimate** license levels.

22.24 SECURELOAD system variable

22.24.1 Executable file security policy (Read Only)

The security policy used to load executable files.

Type:	Short
Saved in:	Not saved
Range:	0 to 2
Default value:	0
Possible options:	0: No security policy 1: Warn if loading from untrusted location 2: Load only from trusted locations

22.25 SELECTIONANNODISPLAY system variable

22.25.1 Show all annotation scales on selection

Displays an annotated entity, in all scales, on selection.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Disable annotation scales display On (1): Enable annotation scales display

22.26 SELECTIONAREA system variable

22.26.1 Selection area

Controls 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

22.27 SELECTIONAREAOPACITY system variable

22.27.1 Selection area opacity

Controls the transparency of the selection area. Applies only when SELECTIONAREA setting is on.

Values between 0 and 100 are accepted.

- A value of zero means Fully Transparent.
- A value of 100 means fully opaque.

Type:	Short
Saved in:	Registry
Range:	0 to 100
Default value:	25

22.28 SELECTIONCYCLING system variable

22.28.1 Selection cycling

Controls the display options associated with overlapping entities and selection cycling.

Note: When the SELECTIONPREVIEW system variable is Off, the SELECTIONCYCLING system variable is ignored, and no badge or selection dialog box is displayed when you hover the cursor over entities.

Type:	Short
Saved in:	Registry
Range:	-2 to 2
Default value:	0
Possible options:	-2: Selection cycling is turned off, but the setting is stored (toggled value 2) -1: Selection cycling is turned off, but the setting is stored (toggled value 1) 0: The display options are turned off 1: A badge is displayed when hovering over entities which overlap 2: A badge and the selection dialog are both displayed

Note:

- Use the keyboard shortcut **Ctrl + W** to toggle on or off the current setting of the SELECTIONCYCLING system variable.
- The QUADHIDEDELAY system variable controls the hide delay time of the selection dialog box.

22.29 SELECTIONMODES system variable

22.29.1 Selection modes

Controls what is selected by default: whole entities, subentities or boundaries.

Use the TAB key, on hover, to cycle through the options.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 16399
Default value:	0
Possible options:	1: Select edges 2: Select faces 4: Select detected boundaries 8: Select vertices 16384: Disable selection modes

22.30 SELECTIONPREVIEW system variable

22.30.1 Selection preview display

Controls the rules used to highlight entities when the pickbox cursor hovers over an entity.

Note: When the SELECTIONPREVIEW system variable is Off:

- The **Display the Quad when the cursor hovers on an entity** option of the QUADDISPLAY system variable is ignored and the Quad is not displayed.
- The ROLLOVERTIPS system variable is ignored and entity properties are not displayed (the Quad is not displayed).
- The SELECTIONCYCLING system variable is ignored and no badge or selection dialog box is displayed (the Quad is not displayed).

Type:	Short

Saved in:	Registry
Range:	0 to 3
Default value:	3
Possible options:	0: Do not display selection preview. 1: When no commands are active 2: When a command prompts for entity selection

22.31 SELECTSIMILARMODE system variable

22.31.1 Match options for SELECTSIMILAR

Controls which properties must match for the SELECTSIMILAR command. 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.

Type:	Short
Saved in:	Registry
Range:	0 to 255
Default value:	130
Possible options:	0: Entity type 1: Color 2: Layer 4: Linetype 8: Linetype scale 16: Lineweight 32: Plot style 64: Entity style 128: Name

22.32 SETBYLAYERMODE system variable

22.32.1 Set by layer mode

Controls which layer properties are applied with the SETBYLAYER command.

Type:	Short

Saved in:	Registry
Range:	0 to 255
Default value:	255
Possible options:	0: None 1: Color 2: Linetype 4: Lineweight 8: Material 16: Plot style 32: ByBlock 64: Blocks 128: Transparency

22.33 SHADEDGE system variable

22.33.1 Shading edges

Controls how faces and edges display in rendered views.

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

22.34 SHADEDIF system variable

22.34.1 Shading diffusion

Controls the ratio of diffuse reflective light to ambient light as a percentage of diffuse reflective light when the SHADEDGE system variable is set to 0 or 1.

Type:	Short

Saved in:	Drawing
Range:	0 to 100
Default value:	70

22.35 SHEETNUMBERLEADINGZEROES system variable

22.35.1 Sheet number leading zeroes

Controls the number of zeros that prefix new sheet 'Number' values.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 8
Default value:	1
Possible options:	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, ...)

22.36 SHEETSETAUTOBACKUP system variable

22.36.1 Sheet set automatic backup

Creates a backup file when a Sheet Set file is opened.

The backup files must 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

22.37 SHEETSETTEMPLATEPATH system variable

22.37.1 Sheet Set template path

The file path for the Sheet Set Templates folder.

The default path is: *\Users\%username%\AppData\Local\Bricsys\BricsCAD\V27x64\en_US\Templates*.

Type:	String
Saved in:	Preference

22.38 SHORTCUTMENU system variable

22.38.1 Shortcut menus

Controls the status of the DEFAULT, EDIT and COMMAND (right-click) context menus.

Type:	Short
Saved in:	Registry
Range:	0 to 63
Default value:	11
Possible options:	0: Disable all shortcut menus (Default, Edit, and Command mode) 1: Display general commands when no entities are selected 2: Display contextual commands when entities are selected 4: Display command options when commands are in progress 8: Display command options when commands are in progress and command options are available 16: Display shortcut menus when the right mouse is held down 32: Repeat command with short right click when entities are selected and Quad is not shown

22.39 SHORTCUTMENUDURATION system variable

22.39.1 Shortcut menu duration

Controls the delay between right-click and the appearance of the (right-click) context menu, in milliseconds.

Values between 100 and 10,000 are accepted.

Type:	Long
Saved in:	Registry
Range:	100 to 10000
Default value:	250

22.40 SHOWDOCTABS system variable

22.40.1 Document tabs

Toggles tabs on/off, in the documents tab.

Note: 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): Do not make tabs visible. On (1): Make tabs visible.

22.41 SHOWFULLPATHINTITLE system variable

22.41.1 Full path in title bar

Shows the full path of a drawing in the title bar. If off, only shows the file name.

Type:	Boolean
Saved in:	Preference

Default value:	Off
Possible values:	Off (0): Do not show full path in title bar. On (1): Show full path in title bar.

22.42 SHOWIDSPROPERTIESONLY system variable

22.42.1 Show IDS Properties Only

When an IDS-XML file has been imported, this setting controls whether only the properties required by the IDS should be shown in the **Properties** panel, or all properties should be shown.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Show all properties On (1): Show only the properties required by the IDS

22.43 SHOWLAYERUSAGE system variable

22.43.1 Layer Usage

Shows information about layer usage in the **Layers** 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

22.44 SHOWSCROLLBUTTONS system variable

22.44.1 Scroll buttons (Mac & Linux)

Displays left and right scroll buttons.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	On
Possible values:	Off (0): Don’t show scroll buttons On (1): Show scroll buttons

22.45 SHOWTABCLOSEBUTTON system variable

22.45.1 Close button on tabs (Mac & Linux)

Toggles the close button on the tab bars on/off, in the documents tab.

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

22.46 SHOWTABCLOSEBUTTONACTIVE system variable

22.46.1 Close button on active tab (Mac & Linux)

Toggles the close button on the active tab only on/off, in the documents tab.

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

22.47 SHOWTABCLOSEBUTTONALL system variable

22.47.1 Close button on all tabs (Mac & Linux)

Toggles the close button on all tabs on/off, in the documents tab.

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

22.48 SHOWWINDOWLISTBUTTON system variable

22.48.1 Window list button (Mac & Linux)

Shows a drop-down list of windows.

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

22.49 SHPNAME system variable

22.49.1 Shape name

The default shape name according to naming conventions.

'.' means no default.

Note: 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

22.50 SIGWARN system variable

22.50.1 Signature warning

Controls the Signature dialog behavior, when a drawing with a signature is opened.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Displayed only if the drawing has an invalid signature On (1): Displayed if a drawing has a signature

22.51 SINGLETONMODE system variable

22.51.1 Singleton mode

Switch to control whether one or more instances of BricsCAD can run simultaneously.

- When set to Off, you can launch two or more copies of BricsCAD at the same time.
- When set to On, only a single instance of BricsCAD runs if the profile name and current workspace name are the same, and the background instance is responsive, with no command or modal dialog active.

BricsCAD only

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

22.52 SITELOCATIONVISIBILITY system variable

22.52.1 Site location marker visibility

Controls the visibility of the Site location marker.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	1
Possible values:	OFF (0): Does not display the Site location marker in the drawing ON (1): Displays the Site location marker in the drawing

22.53 SKETCHFEATURECOPYMODE system variable

22.53.1 Sketch feature copy mode

Controls how sketch features will be copied.

If ON, copies of sketch features will be independent of their source (new blocks of the sketches/paths/guide curves/etc. will be created).

BricsCAD only

Type:	Boolean
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible values:	0: Copies of sketch features share their sketches (paths, guide curves, etc.)with their source. 1: Copies of sketch features have new sketches (paths, guide curves, etc.). The copies do not have a link to their source.

22.54 SKETCHINC system variable

22.54.1 Sketch increment

The length of segments created with the SKETCH command, in drawings units.

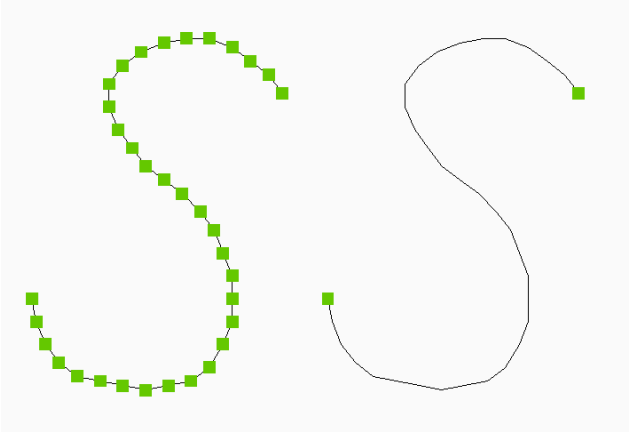
Type:	Real
Saved in:	Drawing
Default value:	1.0

22.55 SKPOLY system variable

22.55.1 Sketch poly

Controls the entity type created with the SKETCH command.

Type:	Boolean
Saved in:	Drawing
Default value:	0
Possible values:	Off (0): Generate lines On (1): Generate polylines



22.56 SKYSTATUS system variable

22.56.1 Sky status

Controls if sky illumination is computed at render time (Not yet supported).

Type:	Short
Saved in:	Drawing

Range:	0 to 2
Default value:	0
Possible options:	0: No sky 1: Sky background 2: Sky background and illumination

22.57 SLICETHICKNESSSTEP system variable

22.57.1 Section plane slice thickness step

Step size used for increments of the section plane slice thickness property.

When set to a negative value, BricsCAD determines the step size automatically based on the section plane properties.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	-1

22.58 SMASSEMBLYEXPORTMODE system variable

22.58.1 SmAssemblyExport mode

Controls how data is exported by the SMASSEMBLYEXPORT command.

BricsCAD only

Type:	Short
Saved in:	Registry
Possible options:	0: Do not change external components 1: Keep recognized features on sheet metal/poor sheet metal parts

22.59 SMASSEMBLYEXPORTREPORTPATHTYPE system variable

22.59.1 Report file path type

Controls whether absolute or relative file paths are used in the reports generated by the SMASSEMBLYEXPORT command.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: Relative paths 1: Absolute paths

22.60 SMASSEMBLYEXPORTSOLIDTYPESINREPORTS system variable

22.60.1 Solid types in reports

Controls the types of solids present in command reports for the SMASSEMBLYEXPORT command. Sheet metal and poor sheet metal solids are always present in reports.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 15
Default value:	1
Possible options:	1: Non sheet metal solids 2: Standard part component solids 4: Recognize hollow linear extruded solids and treat them as non-sheet metal 8: Recognize circular tube linear extruded solids and treat them as non-sheet metal

22.61 SMATTRIBUTESLAYERCOLOR system variable

22.61.1 Color of the attributes layer

Controls the color of the 'Attributes' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	7

22.62 SMATTRIBUTESLAYERTEXTHEIGHT system variable

22.62.1 Height of the text

Controls the text height of the 'Attributes' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	Real
Saved in:	Registry
Default value:	0.01

22.63 SMATTRIBUTESLAYERTEXTHEIGHTTYPE system variable

22.63.1 Type of the text height

Controls the text height type for the 'Attributes' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible options:	0: Bounding box ratio 1: Absolute value

22.64 SMBENDANNOTATIONSLAYERCOLOR system variable

22.64.1 Color of the bend annotations text layer

Controls the color of the 'Bend Annotations' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	5

22.65 SMBENDANNOTATIONSLAYERTEXTHEIGHT system variable

22.65.1 Height of the text

Controls the text height of the 'Bend Annotations' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	Real
Saved in:	Registry
Default value:	0.01

22.66 SMBENDANNOTATIONSLAYERTEXTHEIGHTTYPE system variable

22.66.1 Type of the text height

Controls the text height type for the 'Bend Annotations' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

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

Default value:	0
Possible options:	0: Bounding box ratio 1: Absolute value

22.67 SMBENDLINESDOWNLAYERCOLOR system variable

22.67.1 Color of the bend down lines layer

Controls the color of the 'Bends Down' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

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

22.68 SMBENDLINESDOWNLAYERLINETYPE system variable

22.68.1 Linetype of the bend down lines layer

Controls the linetype of the 'Bends Down' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	CONTINUOUS

22.69 SMBENDLINESDOWNLAYERLINEWEIGHT system variable

22.69.1 Lineweight of the bend down layer

Controls the lineweight of the 'Bends Down' layer, created by the SMUNFOLD and SMEXPORT2D commands.

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

22.70 SMBENDLINESUPLAYERCOLOR system variable

22.70.1 Color of the bend up lines layer

Controls the line color of the 'Bends Up' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

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

22.71 SMBENDLINESUPLAYERLINETYPE system variable

22.71.1 Linetype of the bend up lines layer

Controls the linetype of the 'Bends Up' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	CONTINUOUS

22.72 SMBENDLINESUPLAYERLINEWEIGHT system variable

22.72.1 Lineweight of the bend up layer

Controls the lineweight of the 'Bends Up' layer, created by the SMUNFOLD and SMEXPORT2D commands.

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

22.73 SMBEVELFEATURECOLOR system variable

22.73.1 Color of the bevel features layer

Controls the color of the 'Bevel Features' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	6

22.74 SMCOLORBEND system variable

22.74.1 Bend feature color

Controls the display color of sheet metal bends.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#FFDC50

22.75 SMCOLORBENDRELIEF system variable

22.75.1 Bend relief feature color

Controls the display color of sheet metal reliefs.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#64D296

22.76 SMCOLORBEVEL system variable

22.76.1 Bevel feature color

Controls the display color of sheet metal bevels.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#C0CE93

22.77 SMCOLORCORNERRELIEF system variable

22.77.1 Corner relief feature color

Controls the display color of sheet metal corner reliefs.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#64D296

22.78 SMCOLORFLANGE system variable

22.78.1 Flange feature color

Controls the display color of sheet metal flanges.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#90A4AE

22.79 SMCOLORFLANGEREFERENCESIDE system variable

22.79.1 Flange feature reference side color

Controls the display color of sheet metal faces on the reference side of a flange.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#68A4AE

22.80 SMCOLORFORM system variable

22.80.1 Form feature color

Controls the display color of sheet metal forms.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#8791E1

22.81 SMCOLORHEM system variable

22.81.1 Hem feature color

Controls the display color of sheet metal hems.

BricsCAD only

Type:	String

Saved in:	Registry
Default value:	#FCAED6

22.82 SMCOLORJOG system variable

22.82.1 Jog feature color

Controls the display color of sheet metal jogs.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#CC7722

22.83 SMCOLORJUNCTION system variable

22.83.1 Junction feature color

Controls the display color of sheet metal junctions.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#FF6E40

22.84 SMCOLORLOFTEDBEND system variable

22.84.1 Lofted bend feature color

Controls the display color of sheet metal lofted bends.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#A0DCFA

22.85 SMCOLORMITER system variable

22.85.1 Miter feature color

Controls the display color of sheet metal miters.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#AF46D8

22.86 SMCOLORROLLEDEDGE system variable

22.86.1 Rolled edge feature color

Controls the display color of sheet metal rolled edges.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#8791E1

22.87 SMCOLORTAB system variable

22.87.1 Tab feature color

Controls the display color of sheet metal tabs.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#FDA542

22.88 SMCOLORWRONGBEND system variable

22.88.1 Wrong bend feature color

Controls the display color of sheet metal wrong bends.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#FF3300

22.89 SMCOLORWRONGFLANGE system variable

22.89.1 Wrong flange feature color

Controls the display color of sheet metal wrong flanges.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	#A82000

22.90 SMCONTOURSLAYERCOLOR system variable

22.90.1 Color of the contour layer

Controls the color of the '2D dxf layer', contains unfolded geometry created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	7

22.91 SMCONTOURSLAYERLINETYPE system variable

22.91.1 Linetype of the contour layer

Controls the linetype of the 'Contour' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	CONTINUOUS

22.92 SMCONTOURSLAYERLINEWEIGHT system variable

22.92.1 Lineweight of the contour layer

Controls the line weight of the 'Contour' layer, created by the SMUNFOLD and SMEXPORT2D commands.

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

22.93 SMCONVERTBENDCOAXIALTOLERANCEFACTOR system variable

22.93.1 Tolerance factor on bend geometry

Tolerance on geometry of a bend, relative to the outer radius.

Lower values reduce (false) bend recognition, default 2.0, recommended 0.25.

Values between 0.01 and 10.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0.01 to 10
Default value:	2

22.94 SMCONVERTMAXIMALBEVELANGLE system variable

22.94.1 Maximal angle of bevel

Controls the maximal angle of bevel during the SMCONVERT command.

Values between 0.0 and 90.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0 to 90
Default value:	80

22.95 SMCONVERTMAXIMALEXTRUSIONDEPTHNEARBORDER system variable

22.95.1 Maximal depth of extrusions at a flanges border, unit is 1 flange thickness.

Controls the maximal extrusion depth during the SMCONVERT command.

Values between 0.0 and 1.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0.0 to 1.0
Default value:	0.5

22.96 SMCONVERTMINIMALBEVELANGLE system variable

22.96.1 Minimal angle of bevel

Controls the minimal angle of a bevel during the SMCONVERT command.

Values between 0.0 and 90.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing

Range:	0 to 90
Default value:	10

22.97 SMCONVERTPREFERFORMFEATURES system variable

22.97.1 Prefer form features to flanges and bends

Controls how features are recognized on solid faces, for the SMCONVERT command, single form features or bends and flanges.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	0: Off 1: On

22.98 SMCONVERTPREFERHEMFEATURES system variable

22.98.1 Prefer hem features to flanges and bends

Controls how features are recognized on solid faces, for the SMCONVERT command, single hem features or bends and flanges.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	On
Possible values:	0: Off 1: On

22.99 SMCONVERTPREFERJOGFEATURES system variable

22.99.1 Prefer jog features to flanges and bends

Controls how features are recognized on solid faces, during the SMCONVERT command, single jog features or bends and flanges.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off

22.100 SMCONVERTPREFERZEROBENDFEATURES system variable

22.100.1 Prefer zero bend features to wrong bends

Controls how features are recognized on solid faces, during the SMCONVERT command, zero bend features or wrong bend features.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	On
Possible values:	0: Off 1: On

22.101 SMCONVERTRECOGNIZEBEVELS system variable

22.101.1 Recognize bevel features

Recognizes bevel features during the SMCONVERT command.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	On

22.102 SMCONVERTRECOGNIZEHOLES system variable

22.102.1 Recognize holes

Recognizes holes on flanges as features during the SMCONVERT command.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	0: Off 1: On

22.103 SMCONVERTRECOGNIZERIBCONTROLCURVES system variable

22.103.1 Recognize bead control curves

Recognizes 2D control curves for bead features, during the SMCONVERT command.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	0: Off 1: On

22.104 SMCONVERTWRONGFEATURETHICKNESSDEVIATIONTYPE system variable

22.104.1 Type of deviation of wrong feature thickness

Controls if the deviation value is treated as ratio to model thickness or an absolute value. See the SMCONVERTWRONGFEATURETHICKNESSDEVIATIONVALUE command.

BricsCAD only

Type:	Short
Saved in:	Drawing

Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.105 SMCONVERTWRONGFEATURETHICKNESSDEVIATIONVALUE system variable

22.105.1 Deviation value of wrong feature thickness

Sets the allowed deviation between model thickness and the thickness of a given wrong feature.

Values between 0 and 1,000,000 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0 to 1e6
Default value:	0.2

22.106 SMDEFAULTBENDLINEEXTENTTYPE system variable

22.106.1 Bend line extent type

Controls if the SMDEFAULTBENDLINEEXTENTVALUE system variable is a ratio to the thickness or an absolute value.

The value will be used to initialize sheet metal settings in the document.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0
Possible options:	1: Thickness ratio 2: Absolute value

22.107 SMDEFAULTBENDLINEEXTENTVALUE system variable

22.107.1 Bend line extent value

Controls sheet metal bend lines.

Values between -1,000,000 and 1,000,000.0 are accepted.

- Positive value = Stretches past a contour
- Negative value = Does not reach it
- Zero = Just touches

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	-1000000 to 1000000
Default value:	0.25

22.108 SMDEFAULTBENDRADIUSTYPE system variable

22.108.1 Bend radius type

Controls the default sheet metal bend radius.

Absolute value toggles the Thickness ratio. **Override bend radius in SMCONVERT** controls if the bend radius is taken from SMDEFAULTBENDRADIUSVALUE or from the model.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 3
Default value:	2
Possible options:	1: Absolute value 2: Override bend radius in SMCONVERT

22.109 SMDEFAULTBENDRADIUSVALUE system variable

22.109.1 Bend radius value

Controls the default sheet metal bend radius, in drawing units. See also the SMDEFAULTBENDRADIUSTYPE system variable.

Values between 0.0001 and 1,000,000 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	1

22.110 SMDEFAULTBENDRELIEFWIDTHTYPE system variable

22.110.1 Bend relief type

Controls if the SMDEFAULTBENDRELIEFWIDTHVALUE system variable is a ratio to the thickness or an absolute value.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.111 SMDEFAULTBENDRELIEFWIDTHVALUE system variable

22.111.1 Bend relief width value

Controls the default value for a sheet metal bend relief width.

Values between 0.0 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real

Saved in:	Drawing
Default value:	0.5

22.112 SMDEFAULTBEVELFEATUREUNFOLDMODE system variable

22.112.1 Bevel unfolding mode

Controls the appearance of bevels in an unfolded part.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	2
Possible options:	0: Keep 1: Remove 2: Annotate

22.113 SMDEFAULTCORNERRELIEFDIAMETERVALUE system variable

22.113.1 Corner relief diameter value

Controls the default diameter for a sheet metal corner relief.

Values between -1.0 and 1,000,000.0 are accepted. Set to -1.0 for automatic determination of least feasible for given corner relief.

BricsCAD only

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

22.114 SMDEFAULTFLANGESPLITEXTENSIONTYPE system variable

22.114.1 Miter extension type

Controls if the SMDEFAULTFLANGESPLITEXTENSIONVALUE system variable is a ratio to the thickness or an absolute value.

Type:	Short
Saved in:	Drawing
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.115 SMDEFAULTFLANGESPLITEXTENSIONVALUE system variable

22.115.1 Miter extension value

Controls the default value for a sheet metal miter extension.

Values between 0.0 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.1

22.116 SMDEFAULTFLANGESPLITGAPTYPE system variable

22.116.1 Miter gap type

Controls if the SMDEFAULTFLANGESPLITGAPVALUE system variable is a ratio to the thickness or an absolute value.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.117 SMDEFAULTFLANGESPLITGAPVALUE system variable

22.117.1 Miter gap value

Controls the default value for sheet metal miter gap size.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.1

22.118 SMDEFAULTFORMFEATUREUNFOLDMODE system variable

22.118.1 Form feature unfolding mode

Controls the appearance of form features in an unfolded part.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	4
Possible options:	0: Keep 1: Remove 2: Project 3: Contour 4: Symbol 5: Project without center mark 6: Contour without center mark

22.119 SMDEFAULTGUSSETDEPTHTYPE system variable

22.119.1 Gusset depth type

Controls if the SMDEFAULTGUSSETDEPTHVALUE system variable is a ratio to the thickness or an absolute value.

BricsCAD only

Type:	Short

Saved in:	Drawing
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.120 SMDEFAULTGUSSETDEPTHVALUE system variable

22.120.1 Gusset height value

Controls the default sheet metal gusset height.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	8

22.121 SMDEFAULTGUSSETFILLETRADIUSTYPE system variable

22.121.1 Gusset fillet radius type

Controls if the SMDEFAULTGUSSETFILLETRADIUSVALUE system variable is a ratio to the thickness or an absolute value.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.122 SMDEFAULTGUSSETFILLETRADIUSVALUE system variable

22.122.1 Gusset fillet radius value

Controls the default sheet metal gusset radius.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	1

22.123 SMDEFAULTGUSSETTYPE system variable

22.123.1 Gusset type

Toggles between a round or flat sheet metal gusset type.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	1 to 2
Default value:	1
Possible options:	1: Round 2: Flat

22.124 SMDEFAULTGUSSETWIDTHTYPE system variable

22.124.1 Gusset width type

Controls if the SMDEFAULTGUSSETWIDTHVALUE system variable is a ratio to the thickness or an absolute value.

BricsCAD only

Type:	Short
Saved in:	Drawing

Range:	0 to 1
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.125 SMDEFAULTGUSSETWIDTHVALUE system variable

22.125.1 Gusset width value

Controls the default sheet metal gusset width.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	6

22.126 SMDEFAULTHEMGAPTYPE system variable

22.126.1 Open Hem gap type

Controls if the SMDEFAULTHEMGAPVALUE system variable is a ratio to the thickness or an absolute value.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.127 SMDEFAULTHEMGAPVALUE system variable

22.127.1 Open Hem gap value (in addition to the thickness)

Controls the default sheet metal open hem gap size.

Values between 0.001 and 100.0 are accepted.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0.1

22.128 SMDEFAULTHEMRELATIVEBENDDEDUCTION system variable

22.128.1 Hem relative bend deduction value

Sets a bend deduction value, relative to the thickness, used for closed hem unfolding.

Values between 0.0 (hem lengthen) and 10.0 (shorten bend zone by a value equal to 8 times the thickness) are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0 to 10
Default value:	2.4

22.129 SMDEFAULTJOGANGLEVALUE system variable

22.129.1 Jog angle value

Controls the default sheet metal jog angle.

Values between 0.0 and 180.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing

Range:	0 to 180
Default value:	45
Possible values:	0: Bounding box ratio 1: Absolute value

22.130 SMDEFAULTJOGHEIGHTTYPE system variable

22.130.1 Jog height type

Controls if the SMDEFAULTJOGHEIGHTVALUE system variable is a ratio to the thickness or an absolute value.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.131 SMDEFAULTJOGHEIGHTVALUE system variable

22.131.1 Jog height value

Controls the default sheet metal jog height.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0.0001 to 1,000,000.0
Default value:	1.001

22.132 SMDEFAULTJOGRADIUSTYPE system variable

22.132.1 Jog radius type

Controls if the SMDEFAULTJOGRADIUSVALUE system variable is a ratio to the thickness or an absolute value.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.133 SMDEFAULTJOGRADIUSVALUE system variable

22.133.1 Jog radius value

Controls the default sheet metal jog radius.

Values between 1.0 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	1.0 to 1,000,000.0
Default value:	1.0

22.134 SMDEFAULTJUNCTIONALIGNMENTTORELIEF system variable

22.134.1 Junction alignment to relief

Forces sheet metal junction faces to align to adjacent relief faces.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0
Possible options:	0: Disabled 1: Enabled

22.135 SMDEFAULTJUNCTIONGAPTYPE system variable

22.135.1 Junction gap type

Controls if the SMDEFAULTJUNCTIONGAPVALUE system variable is a ratio to the thickness or an absolute value.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.136 SMDEFAULTJUNCTIONGAPVALUE system variable

22.136.1 Junction gap value

Controls the default sheet metal for the open junction gap size.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.001

22.137 SMDEFAULTKFACTOR system variable

22.137.1 K-Factor value

Sets the location ratio of the neutral surface (the surface not stretched or squeezed when the sheet is bent) to the material thickness.

Values between 0.00000 (internal bend radius) and 1.00000 (external bend radius) are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0 to 1
Default value:	0.27324

22.138 SMDEFAULTLOFTEDBENDNUMBERSAMPLES system variable

22.138.1 Lofted bend subdivisions

Controls the default value for sheet metal lofted bend subdivisions.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	10

22.139 SMDEFAULTRELIEFEXTENSIONTYPE system variable

22.139.1 Relief extension type

Controls if the SMDEFAULTRELIEFEXTENSIONTYPE system variable is a ratio to the thickness or an absolute value.

Type:	Short
Saved in:	Drawing
Default value:	0

Possible options:	0: Thickness ratio 1: Absolute value

22.140 SMDEFAULTRELIEFEXTENSIONVALUE system variable

22.140.1 Relief extension value

Controls the default value for a sheet metal relief extension.

Values between 0.0 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.1

22.141 SMDEFAULTRIBFILLETRADIUSTYPE system variable

22.141.1 Bead fillet radius type

Controls if the SMDEFAULTRIBFILLETRADIUSVALUE system variable is a ratio to the thickness or an absolute value.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0
Possible options:	0: Profile radius ratio 1: Absolute value

22.142 SMDEFAULTRIBFILLETRADIUSVALUE system variable

22.142.1 Bead fillet radius value

Controls the default radius for a sheet metal bead fillet.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	5

22.143 SMDEFAULTRIBPROFILERADIUSTYPE system variable

22.143.1 Bead profile radius type

Controls if the SMDEFAULTRIBPROFILERADIUSVALUE system variable is a ratio to the thickness or an absolute value.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.144 SMDEFAULTRIBPROFILERADIUSVALUE system variable

22.144.1 Bead profile radius value

Controls the default radius for a sheet metal bead profile.

Values between -1.0 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	2

22.145 SMDEFAULTRIBROUNDRADIUSTYPE system variable

22.145.1 Bead round radius type

Controls if the SMDEFAULTRIBROUNDRADIUSVALUE system variable is a ratio to the thickness or an absolute value.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.146 SMDEFAULTRIBROUNDRADIUSVALUE system variable

22.146.1 Bead round radius value

Controls the default radius for a sheet metal bead, round.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	1

22.147 SMDEFAULTSHARPBENDRADIUSLIMITRATIO system variable

22.147.1 Sharp bend radius limit ratio

Controls the default sheet metal sharp bend radius limit, as a ratio to the thickness.

Values between 0.0 and 1,000,000.0 are accepted

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	5

22.148 SMDEFAULTTABCHAMFERDISTANCETYPE system variable

22.148.1 Tab chamfer distance type

Controls if the SMDEFAULTTABCHAMFERDISTANCEVALUE system variable is a ratio to the thickness or an absolute value.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.149 SMDEFAULTTABCHAMFERDISTANCEVALUE system variable

22.149.1 Tab chamfer distance value

Controls the default chamfer distance of sheet metal tabs.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.1

22.150 SMDEFAULTTABCLEARANCETYPE system variable

22.150.1 Tab clearance type

Controls if the SMDEFAULTTABCLEARANCEVALUE system variable is a ratio to the thickness or an absolute value.

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

Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.151 SMDEFAULTTABCLEARANCEVALUE system variable

22.151.1 Tab clearance value

Controls the default clearance of sheet metal tabs.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.1

22.152 SMDEFAULTTABDISTANCETYPE system variable

22.152.1 Tab distance type

Controls if the SMDEFAULTTABDISTANCEVALUE system variable is a ratio to the thickness or an absolute value.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.153 SMDEFAULTTABDISTANCEVALUE system variable

22.153.1 Tab distance value

Controls the default distance of sheet metal tabs.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	20

22.154 SMDEFAULTTABEDGETYPE system variable

22.154.1 Tab edge type

Controls if sheet metal tabs have sharp, round or chamfered edges.

BricsCAD only

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	0
Possible options:	0: Sharp edges 1: Fillet edges 2: Chamfer edges

22.155 SMDEFAULTTABFILLETRADIUSTYPE system variable

22.155.1 Tab fillet radius type

Controls if the SMDEFAULTTABFILLETRADIUSVALUE system variable is a ratio to the thickness or an absolute value.

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

Possible options:	0: Thickness ratio 1: Absolute value

22.156 SMDEFAULTTABFILLETRADIUSVALUE system variable

22.156.1 Tab fillet radius value

Controls the default fillet radius of sheet metal tabs.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.1

22.157 SMDEFAULTTABHEIGHTTYPE system variable

22.157.1 Tab height type

Controls if the SMDEFAULTTABHEIGHTVALUE system variable is a ratio to the thickness or an absolute value.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.158 SMDEFAULTTABHEIGHTVALUE system variable

22.158.1 Tab height value

Controls the default height of sheet metal tab slots.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	1

22.159 SMDEFAULTTABLENGTHTYPE system variable

22.159.1 Tab length type

Controls if the SMDEFAULTTABLENGTHTYPE system variable is a ratio to the thickness or an absolute value.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: Thickness ratio 1: Absolute value

22.160 SMDEFAULTTABLENGTHVALUE system variable

22.160.1 Tab length value

Controls the default length of sheet metal tabs.

Values between 0.0001 and 1,000,000.0 are accepted.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	4

22.161 SMDEFAULTTABSLOTNUMBER system variable

22.161.1 Tab slot number

Controls the default number of sheet metal tab slots.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	2

22.162 SMDEFAULTTHICKNESS system variable

22.162.1 Thickness value

Controls the default sheet metal thickness, in drawing units.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	2.0 for INSUNITS=4 0.07874 for INSUNITS=1

22.163 SMEXPORTOSMAPPROXIMATIONACCURACY system variable

22.163.1 Accuracy of the approximation

Controls absolute deviation between the smooth edge geometry of 3D part and its .osm representation with lines and arcs, during the SMEXPORTOSM command, in drawing units. The lower the value, the better the precision.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.01 - If MEASUREMENT=1 and INSUNITS=4 0.000393701 - If MEASUREMENT=0 and INSUNITS=1

22.164 SMEXPORTOSMMINIMALEDGELENGTH system variable

22.164.1 Minimal edge length

Controls the minimal edge length for the SMEXPORTOSM command, in drawing units.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.05 - If MEASUREMENT=1 and INSUNITS=4 0.001968505 - If MEASUREMENT=0 and INSUNITS=1

22.165 SMFORMFEATURESDOWNCOLOR system variable

22.165.1 Color of the form features down layer

Controls the color of the 'Form Features Down' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	6

22.166 SMFORMFEATURESDOWNLAYERLINETYPE system variable

22.166.1 Linetype of the form features down layer

Controls the linetype of the 'Form Features Down' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	CONTINUOUS

22.167 SMFORMFEATURESDOWNLAYERLINEWEIGHT system variable

22.167.1 Lineweight of the form features down layer

Controls the lineweight of the 'Form Features Down' layer, created by the SMUNFOLD and SMEXPORT2D commands.

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

22.168 SMFORMFEATURESUPCOLOR system variable

22.168.1 Color of the form features up layer

Controls the color of the 'Form Features Up' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	1 to 255
Default value:	6

22.169 SMFORMFEATURESUPLAYERLINETYPE system variable

22.169.1 Linetype of the form features up layer

Controls the linetype of the 'Form Features Up' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	CONTINUOUS

22.170 SMFORMFEATURESUPLAYERLINEWEIGHT system variable

22.170.1 Lineweight of the form features up layer

Controls the lineweight of the 'Form Features Up' layer, created by the SMUNFOLD and SMEXPORT2D commands.

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

22.171 SMHEMCREATECLOSEDHEMGAP system variable

22.171.1 Closed Hem, Teardrop, and Round gap value

Controls the bend radius of a Closed hem and the gap between the base Flange and a Teardrop or Round hem, for the SMHEM command.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.02

22.172 SMJUNCTIONCREATEHEALCOINCIDENT system variable

22.172.1 Heal coincident junction faces

Controls how junctions with coincident faces are recognized and converted to regular junctions, during the SMJUNCTIONCREATE command.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off

22.173 SMOOTHLINEDISPLAY system variable

22.173.1 Line smoothing

Enables a line rendering algorithm that produces smooth lines without a jagged effect. This setting has no effect for a rendered visual style.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	1
Possible options:	0: Off 1: Auto (drawing smooth lines can be disabled to avoid redraw slow down) 2: Always on

22.174 SMOOTHMESHCONVERT system variable

22.174.1 Mesh conversion mode

Controls the conversion mode of meshes to 3D solids or surfaces, with the CONVTOSOLID or CONVTOSURFACE commands.

Type:	Short
Saved in:	Not saved

Range:	1 to 3
Default value:	2
Possible options:	1: Conversion result is smooth and not optimized 2: Conversion result is faceted and optimized 3: Conversion result is faceted and not optimized

22.175 SMOVERALLANNOTATIONSLAYERCOLOR system variable

22.175.1 Color of the overall dimensions annotations layer

Controls the color of the 'Overall Dimensions' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

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

22.176 SMOVERALLANNOTATIONSLAYERLINETYPE system variable

22.176.1 Linetype of the overall annotation layer

Controls the linetype of the 'Overall Dimensions' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	CONTINUOUS

22.177 SMOVERALLANNOTATIONSLAYERLINEWEIGHT system variable

22.177.1 Lineweight of the overall annotation layer

Controls the lineweight of the 'Overall Dimensions' layer, created by the SMUNFOLD and SMEXPORT2D commands.

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

22.178 SMPARAMETRIZEHOLESPARAMETRIZATION system variable

22.178.1 Hole parametrization

Controls how straight holes are converted, during the SMPARAMETRIZE command.

If **Convert holes to array** is on, holes on flanges are converted into parametric, rectangular arrays. If **Parametrize holes** is on, holes, not already included in arrays, are constrained.

BricsCAD only

Type:	Short
Saved in:	Drawing
	0 to 3
Default value:	3
Possible options:	0: Does not parametrize holes 1: Parametrize holes 2: Convert holes to array

22.179 SMREPAIRLOFTEDBENDMERGE system variable

22.179.1 Merge lofted bends

Merges lofted bends that touch into a single lofted bend, during the SMREPAIR command.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off

22.180 SMREPAIRVOLUMEALLOWANCE system variable

22.180.1 Volume difference allowance

The allowed percentual difference between volumes, during the SMREPAIR command. Exceeding the allowance will trigger a warning.

Note: When the SMREPAIRVOLUMEALLOWANCE system variable has a value greater than 0, the system calculates and stores the model volume before and after the global SMREPAIR command, then compares the results using the percentage volume difference to verify that the change remains within the allowed tolerance.

BricsCAD only

Type:	Real
Saved in:	Drawing
Range:	0.01 to 100
Default value:	12.5

22.181 SMROLLEDEDGEANNOTATIONSLAYERCOLOR system variable

22.181.1 Color of the rolled edge annotations text layer

Controls the color of the 'Rolled Edge Annotations' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	Short

Saved in:	Registry
Range:	1 to 255
Default value:	5

22.182 SMROLLEDEDGEANNOTATIONSLAYERTEXTHEIGHT system variable

22.182.1 Height of the text

Controls the text height of the 'Rolled Edge Annotations' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	Real
Saved in:	Registry
Possible values:	0 or greater
Default value:	0.01

22.183 SMROLLEDEDGEANNOTATIONSLAYERTEXTHEIGHTTYPE system variable

22.183.1 Type of the text height

Controls the text height type for the 'Rolled Edge Annotations' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible options:	0: Bounding box ratio 1: Absolute value

22.184 SMROLLEDEDGELINESDOWNLAYERCOLOR system variable

22.184.1 Color of the rolled edge down lines layer

Controls the color of the 'Rolled Edge Down' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

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

22.185 SMROLLEDEDGELINESDOWNLAYERLINETYPE system variable

22.185.1 Linetype of the rolled edge down lines layer

Controls the linetype of the 'Rolled Edge Down' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	Continuous

22.186 SMROLLEDEDGELINESDOWNLAYERLINEWEIGHT system variable

22.186.1 Lineweight of the rolled edge down layer

Controls the lineweight of the 'Rolled Edge Down' layer, created by the SMUNFOLD and SMEXPORT2D commands.

Type:	Short
Saved in:	Registry
Range:	-3 to 211

Default value:	-3

22.187 SMROLLEDEDGELINESUPLAYERCOLOR system variable

22.187.1 Color of the rolled edge up lines layer

Controls the color of the 'Rolled Edge Up' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

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

22.188 SMROLLEDEDGELINESUPLAYERLINETYPE system variable

22.188.1 Linetype of the rolled edge up lines layer

Controls the linetype of the 'Rolled Edge Up' layer, created by the SMUNFOLD and SMEXPORT2D commands.

BricsCAD only

Type:	String
Saved in:	Registry
Default value:	Continuous

22.189 SMROLLEDEDGELINESUPLAYERLINEWEIGHT system variable

22.189.1 Lineweight of the rolled edge up layer

Controls the lineweight of the 'Rolled Edge Up' layer, created by the SMUNFOLD and SMEXPORT2D commands.

Type:	Short
Saved in:	Registry

Range:	-3 to 211
Default value:	-3

22.190 SMSMARTFEATURES system variable

22.190.1 Automatic update features after sheet metal commands

Controls how sheet metal features are rebuilt after sheet metal commands.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 7
Default value:	3
Possible options:	1: Allow the rebuild of sheet metal features 2: Allow automatic edges to imprint after rebuild 4: Allow the automatic creation of junctions after bends are created

22.191 SMSPLITAMBIGUOUSINPUT system variable

22.191.1 Ambiguous input behavior

Controls how the SMSPLIT command resolves issues when it can not detect a face, entity, point or 2D curve that it relates to.

BricsCAD only

Type:	Short
Saved in:	Drawing
	0 to 1
Default value:	0
Possible options:	0: Prompt user 1: Command fail

22.192 SMSPLITCONVERTBENDTOJUNCTION system variable

22.192.1 Convert bend to junction

Controls how a split that passes through a bend is solved with the SMSPLIT command.

If on, the shortest side of the bend is automatically converted to a junction. If off, a split through a bend will retain the bend geometry on both sides of the split.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	On

22.193 SMSPLITHEALCOINCIDENT system variable

22.193.1 Heal coincident miter faces

Enables the **Heal coincident miter faces** option for the SMSPLIT command.

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off

22.194 SMSPLITORTHOGONALBENDSPLIT system variable

22.194.1 Orthogonal bend split

Controls how a split that touches a bend is solved with the SMSPLIT command.

If on, the split direction for a bend is orthogonal to the bend axis (changes to a 90° angle as it passes through the bend). If off, the split direction is tangential to the split curve (does not change direction as it passes through the bend).

BricsCAD only

Type:	Boolean
Saved in:	Drawing
Default value:	Off

22.195 SMTARGETCAM system variable

22.195.1 Target CAM

Controls the target CAM system, for sheet metal parts unfolded with SMUNFOLD command.

BricsCAD only

Type:	String
Saved in:	Registry

22.196 SMUNFOLDAPPEARANCE system variable

22.196.1 Unfold appearance

Controls the text height for the SMUNFOLD command.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	1: Text height for annotations is managed by current text, dimension and mleader styles

22.197 SNAPANG system variable

22.197.1 Snap angle

Controls the rotation of snap, the grid, and the crosshair, for the current viewport, relative to the current UCS.

Type:	Real
Saved in:	Drawing
Default value:	0.0

22.198 SNAPBASE system variable

22.198.1 Snap base

Controls the origin point of snap and the grid, in the current viewport, relative to the current UCS.

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

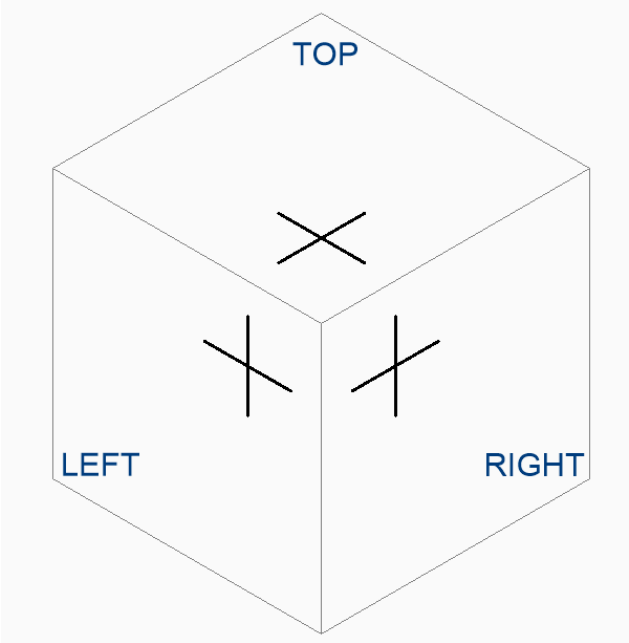
22.199 SNAPISOPAIR system variable

22.199.1 Snap isometric pair

Controls the current viewport's isometric plane (left, top or right), if the SNAPSTYL system variable is set to **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 options:	0: Left 1: Top 2: Right



22.200 SNAPMARKERCOLOR system variable

22.200.1 Snap marker color

Controls the color of snap markers.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	1 to 255
Default value:	122

22.201 SNAPMARKERSIZE system variable

22.201.1 Snap marker size

Controls the size of snap markers.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	8

22.202 SNAPMARKERTHICKNESS system variable

22.202.1 Snap marker thickness

Controls the thickness of the snap marker.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	2

22.203 SNAPMODE system variable

22.203.1 Snap mode

Toggles snap On or Off for the current viewport.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Snap off (for current viewport) On (1): Snap on (for current viewport)

22.204 SNAPSTYL system variable

22.204.1 Snap style

Controls the snap style for the current viewport - rectangular or isometric.

Type:	Short
Saved in:	Drawing
Range:	0 to 1
Default value:	0
Possible options:	0: Rectangular snap 1: Isometric snap

22.205 SNAPTYPE system variable

22.205.1 Snap type

Controls the snap type for the current viewport.

For **Adaptive Grid Snap**, see also the ADAPTIVEGRIDSTEPSIZE system variable.

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

Default value:	2
Possible options:	0: Grid snap 1: Polar snap 2: Adaptive Grid Snap

22.206 SNAPUNIT system variable

22.206.1 Snap unit

Controls the current viewport's snap spacing. Adjusts itself automatically to reflect the isometric snap, if SNAPSTYL is set to **Isometric snap** (1).

Note: There is no snap in the Z direction.

Type:	2D point
Saved in:	Drawing
Default value:	0.5,0.5 - If MEASUREMENT=0 and INSUNITS=inches 10.0,10.0 - If MEASUREMENT=1 and INSUNITS=millimeters

22.207 SOLIDCHECK system variable

22.207.1 Solid check

Toggles the 3D solid validation for the current application session.

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

22.208 SORTENTS system variable

22.208.1 Sort entities

Controls the entity display sort order.

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

22.209 SPAADJUSTMODE system variable

22.209.1 Adjust mode

Controls the adjustment mode used for triangle smoothing. Ignored if FACETRES is used.

Adjust mode identifies which facet nodes are to be adjusted (smoothed) to other than their initial grid positions.

Note: Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	0
Possible options:	0: None - No changes 1: Non-grid - Move nodes in the center of surrounding nodes to adjust points surrounded by triangles 2: All - Also adjust grid nodes

22.210 SPACHECKLEVEL system variable

22.210.1 Check level

Check level used in AUDIT and SOLIDEDIT for checking ACIS entities.

Audit is used to repair drawings that are open. The SOLIDEDIT command edits the faces, edges and bodies of 3D solids and 2D regions.

Value 10 is the lowest, used for fast checking. Value 70 is the maximum, used for comprehensive time consuming check.

Note: Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 70
Default value:	10
Possible options:	0: Basic transformation consistency - basic pointer and fatal topology check 10: Basic geometry check - cellular topology check 20: Data sharing check, face area and loop orientation check, medium check of curved geometry 30: General surface check - check for sliver faces 40: Degenerate spline surface check, compatibility check between surface and pcurve surface, and check that a COEDGE has a partner on a single-sided face 50: Body containment check - compatibility check between pcurve location and (non-tolerant) coedge location 60: Convexity points check 70: Lump and shell containment check - face-face intersection check, and curve parametrization check

22.211 SPAGRIDASPECTRATIO system variable

22.211.1 Grid aspect ratio

Controls the aspect ratio of each cell in a grid. Ignored if the FACETRES system variable is in use.

A value of 1 is square.

This does not guarantee the aspect ratio of the facet, which may consist of only a part of a cell.

Note: Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Real

Saved in:	Preference
Default value:	0.0

22.212 SPAGRIDMODE system variable

22.212.1 Grid mode

Controls how grids are used in the mesh process. This variable is ignored if FACETRES is used.

The grid mode specifies whether a grid is used and whether the points where the grid cuts the edges should be inserted into the edge discretization.

Note: Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 3
Default value:	1
Possible options:	0: Do not subdivide faces with a grid 1: Use a grid but do not add model edge intersection points 2: Allow grid to divide model edges 3: Grid only in one direction, u or v

22.213 SPAMAXFACETEDGELENGTH system variable

22.213.1 Maximum facet edge length

Controls the maximum length of a facet side. Ignored if the FACETRES system variable is used.

A value of zero means uses defaults (recommend).

CAUTION: Lengths that are too small cause high memory consumption and poor performance.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.0

22.214 SPAMAXNUMGRIDLINES system variable

22.214.1 Maximum number of grid lines

Controls the maximum number of grid subdivisions, this limits the face facet data size. Does not apply if the FACETRES system variable is in use.

Note: Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Long
Saved in:	Preference
Default value:	3000

22.215 SPAMINUGRIDLINES system variable

22.215.1 Minimum number of U grid lines

Controls the minimum number of U grid lines - the minimum number of grid lines generated in the U direction. Ignored if the FACETRES system variable is in use.

Note: Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Long
Saved in:	Preference
Default value:	0

22.216 SPAMINVGRIDLINES system variable

22.216.1 Minimum number of V grid lines

Controls the minimum number of V grid lines - the minimum number of grid lines generated in the V direction. Ignored if the FACETRES system variable is in use.

Note: Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Long
Saved in:	Preference

Default value:	0

22.217 SPANORMALTOL system variable

22.217.1 Normal tolerance

Controls the maximum deviation allowed between two normals on two adjacent facet nodes, in degrees.

This value is independent of the model size. This variable is ignored if the FACETRES system variable is on (1).

Note: Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	15.0

22.218 SPASURFACETOL system variable

22.218.1 Surface tolerance

Controls the maximum distance between a facet edge and the true surface. The value is dependent on the model size.

This variable is ignored for output to STL and PDF if the FACETRES system variable is in use.

Note: Spa is short for Spatial, the maker of ACIS.

BricsCAD only

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

Note:

- Larger values mean the facets can have a larger distance to the true surface which allows to make the faceting coarser and faster.
- Negative values apply relative to the scale of the entity, so a sphere receives the same number of facets regardless of its size.

- Positive values use an absolute measure for the amount of facets used, so a small sphere gets fewer facets than a large one. Be sure to consider the entity size.

22.219 SPATRIANGMODE system variable

22.219.1 Triangulation mode

Identifies what portion of a mesh is triangulated. Ignored if the FACETRES system variable is in use.

Note: Spa is short for Spatial, the maker of ACIS.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 5
Default value:	1
Possible options:	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

22.220 SPAUSEFACETRES system variable

22.220.1 Use FACETRES system variable

Use the FACETRES system variable in place of normal tolerances.

Note: Spa is short for Spatial, the maker of ACIS.

BricsCAD only

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

Note:

- If On, the configuration relies on the FACETRES system variable. Other ACIS modeler settings are ignored.
- If Off, the configuration allows other ACIS modeler settings to override the FACETRES system variable.

22.221 SPLFRAME system variable

22.221.1 Spline frame

Displays control polygons for splines and spline-fit polylines.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don't display control polygon for splines and spline-fit polylines On (1): Display control polygon for splines and spline-fit polylines

22.222 SPLINESEGS system variable

22.222.1 Spline segments

Controls how many line segments are generated when a spline is converted to a polyline with the PEDIT command.

Values between -32768 and 32767 are accepted.

For negative values, a fit-type curve is applied, composed of arc-segments, yields a smoother curve, but it takes longer to generate.

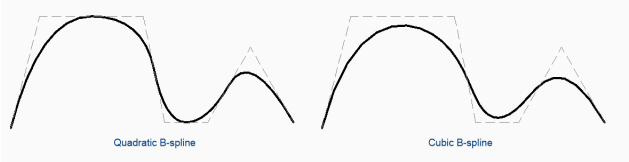
Type:	Short
Saved in:	Drawing
Range:	-32768 to 32767
Default value:	8

22.223 SPLINETYPE system variable

22.223.1 Spline type

Controls the curve type 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 options:	5: Quadratic B-spline 6: Cubic B-spline



22.224 SRCHPATH system variable

22.224.1 Support file search path

The file path for text fonts, customization files, plugins, drawings to insert, linetypes, and hatch patterns, not in the current folder.

Separate file paths with semicolons (;).

BricsCAD only

Type:	String Standard
Saved in:	Registry

22.225 SSFOUND system variable

22.225.1 Sheet Set found (Read Only)

Displays the sheet set file name and path that is associated with the current drawing file.

Type:	String

Saved in:	Not saved

22.226 SSLOCATE system variable

22.226.1 Sheet Set locate

Opens any associated sheets sets when a drawing is 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

22.227 SSMAUTOOPEN system variable

22.227.1 Sheet Set manager auto open

Opens **Sheet Set** panel automatically when a drawing is opened that is associated with a Sheet Set. The SSMAUTOOPEN and SSLOCATE system variables 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

22.228 SSMPOLLTIME system variable

22.228.1 Sheet Set manager poll time

Controls the time interval between automatic refreshes of the status data in a Sheet Set. The SSMSHEETSTATUS system variable must be set to 2 for the timer to operate.

Values between 10 and 600 are accepted.

Type:	Short

Saved in:	Registry
Range:	10 to 600
Default value:	15

22.229 SSMSHEETSTATUS system variable

22.229.1 Sheet Set manager status

Controls how the status data in a Sheet Set is refreshed.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible options:	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

22.230 SSMSTATE system variable

22.230.1 Sheet Set manager state (Read Only)

Controls if the Sheet Set Manager is active or not.

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Default value:	0
Possible options:	0: Sheet Set Manager is not active 1: Sheet Set Manager is active

22.231 STACKPANELTYPE system variable

22.231.1 Stack panel type

The style of stacked docking panel containers.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 2
Default value:	2
Possible options:	0: Tabbed - horizontal textual tabs, resizes drawing space 1: Flyout - vertical icon tab buttons, does not resize drawing space 2: Collapsible - vertical icon tab buttons, resizes drawing space

Note: To turn off (then back on) the auto-collapsing behavior for STACKPANELTYPE = 1, click the icon of the expanded panel.

22.232 STAMPFONTSIZE system variable

22.232.1 Font Size

Controls the font size for the plot stamp. See also the INCLUDEPLOTSTAMP system variable.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.2

22.233 STAMPFONTSTYLE system variable

22.233.1 Font Style

Controls the font style for the plot stamp. See also the INCLUDEPLOTSTAMP system variable.

BricsCAD only

Type:	String

Saved in:	Preference
Default value:	Arial

22.234 STAMPFOOTER system variable

22.234.1 Footer

Controls the footer for the plot stamp.

BricsCAD only

Type:	String
Saved in:	Preference

22.235 STAMPFOOTEROFFSETX system variable

22.235.1 Stamp footer X offset

Controls the offset of the plot stamp footer from the bottom of the printable area. See also the INCLUDEPLOTSTAMP system variable.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.0

22.236 STAMPFOOTEROFFSETY system variable

22.236.1 Stamp footer Y offset

Controls the offset of the plot stamp footer from the bottom of the printable area. See also the INCLUDEPLOTSTAMP system variable.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.0

22.237 STAMPHEADER system variable

22.237.1 Header

Controls the header for the plot stamp.

BricsCAD only

Type:	String
Saved in:	Preference

22.238 STAMPHEADEROFFSETX system variable

22.238.1 Stamp header X offset

Controls the offset of the plot stamp header from the top of the printable area. See also the INCLUDEPLOTSTAMP system variable.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.0

22.239 STAMPHEADEROFFSETY system variable

22.239.1 Stamp header Y offset

Controls the offset of the plot stamp header from the top of the printable area. See also the INCLUDEPLOTSTAMP system variable.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	0.0

22.240 STAMPUNITS system variable

22.240.1 Units

Controls the units for the font size of the plot stamp.

See the INCLUDEPLOTSTAMP system variable.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 1
Default value:	0
Possible options:	0: Inches 1: Millimeters

22.241 STANDARDSOPTIONS system variable

22.241.1 Standards validation options

Options to control the standards check procedure.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible options:	1: Fix non-standard entity properties automatically 2: Show ignored problems

22.242 STANDARDSVIOLATION system variable

22.242.1 Standards Violation Notification

Controls how a user is notified of standards violations.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	2

Possible options:	0: Notification is off 1: An alert dialog is displayed 2: An icon is displayed in the Status bar

22.243 STARTUP system variable

22.243.1 Startup

Controls the display of the **Create New Drawing** and **Startup** dialog boxes.

Type:	Short
Saved in:	Registry
Range:	0 to 4
Default value:	3
Possible options:	0: Display the Select Template dialog box, or use a default drawing template file. See also 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 the Ribbon preloaded but not displayed) 4: Display the Start page (with the Ribbon preloaded but not displayed) except if a file is passed on command line

22.244 STATUSBAR system variable

22.244.1 Status bar

Controls the display of the Status bar.

Note: 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

22.245 STEPSIZE system variable

22.245.1 Step size

Controls the size of each step, in drawing units, when in walk or fly mode.

Type:	Real
Saved in:	Drawing
Range:	1e-6 to 1e+6
Default value:	2.0

22.246 STEPSPERSEC system variable

22.246.1 Steps per second

Controls the number of steps per second, when in walk or fly mode.

Values between 1.0 and 30.0 are accepted.

Type:	Real
Saved in:	Drawing
Range:	1.0 to 30.0
Default value:	24.0

22.247 STLPOSITIVEQUADRANT system variable

22.247.1 STL export coordinates adjustment

Moves coordinates to all-positive values during an STL export.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	1
Possible options:	0: Off 1: On

22.248 STORYBAR system variable

22.248.1 Display Story Bar

Controls the visibility and position of the **Story Bar**.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	Off
Possible options:	0: Off - turns off the Story bar 1: Right - turns the story bar visible on the right side of the model space 2: Left - turns the story bar visible on the left side of the model space

22.249 STRUCTURETREECONFIG system variable

22.249.1 Structure Tree Configuration

Displays the name of the active **Structure Tree Configuration** file used by the **Structure** panel. Type SRCHPATH in the Command line to find 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

22.250 SURFTAB1 system variable

22.250.1 Surface tabulation 1

Controls the number of tabulations to be created for RULESURF and TABSURF commands. Also controls the mesh density in the M direction for REVSURF and EDGESURF commands.

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

22.251 SURFTAB2 system variable

22.251.1 Surface tabulation 2

Controls the mesh density in the N direction for REVSURF and EDGESURF commands.

The SURFTAB2 variable controls the number of segments of each arc segment in the revolved entity.

Type:	Short
Saved in:	Drawing
Default value:	6

22.252 SURFTYPE system variable

22.252.1 Surface-fitting type

Controls the surface-fitting type used with the **Desmooth** option of the PEDIT command.

Type:	Short
Saved in:	Drawing
Range:	5 to 8
Default value:	6
Possible options:	5: Quadratic B-spline surface 6: Cubic B-spline surface 8: Bezier surface

22.253 SURFU system variable

22.253.1 Surface U

Controls the surface density in the M direction and the U isolines density on surface entities for the **Smooth** option of the PEDIT command.

Type:	Short
Saved in:	Drawing
Default value:	6

22.254 SURFV system variable

22.254.1 Surface V

Controls the surface density in the N direction and the V isolines density on surface entities for the **Smooth** option of the PEDIT command.

Type:	Short
Saved in:	Drawing
Default value:	6

22.255 SPLDEGREE system variable

22.255.1 Spline Degree

Indicates the default polynomial degree of splines created when specifying control vertices.

Defaults to 3 on application start.

Type:	Short
Saved in:	Not saved
Range:	1 to 10
Default value:	3

22.256 SPLKNOTS system variable

22.256.1 Spline Knot Parameterization

Indicates the default knot parameterization for splines created using fit points.

Defaults to 0 (chord) on application start.

Type:	Short

Saved in:	Not saved
Range:	0 to 2
Default value:	0
Possible options:	0: Chord distance parameterization 1: Square-root of chord distance parameterization 2: Uniform distance parameterization

22.257 SPLMETHOD system variable

22.257.1 Spline Method

Indicates the default method for spline creation (fit points/control vertices).

Defaults to 0 (fit points) on application start.

Type:	Short
Saved in:	Not saved
Default value:	0
Possible options:	0: Create splines using fit points 1: Create splines using control vertices

22.258 SVGBLENDEDGRADIENTS system variable

22.258.1 SVG Blended Gradients

Toggles the use of blended gradients for complex gradient fills for SVG export.

The use of complex gradient fills makes the file size larger.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	0
Possible options:	0: Yes 1: No

22.259 SVGCOLORPOLICY system variable

22.259.1 SVG Color Policy

Color policy for an SVG export.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	1
Possible options:	0: Colorful 1: Monochrome 2: Grayscale

22.260 SVGDEFAULTIMAGEEXTENSION system variable

22.260.1 SVG Default Image Extension

Controls the default image extension type.

BricsCAD only

Type:	String
Saved in:	Preference
Default value:	.png

22.261 SVGGENERICFONTFAMILY system variable

22.261.1 SVG Generic Font Family

Substitute font to use if the font is missing for SVG export.

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 options:	0: Sans-serif 1: Serif 2: Cursive 3: Fantasy 4: Monospace

22.262 SVGIMAGEBASE system variable

22.262.1 SVG Image base path

The image file path for SVG export.

If not set, absolute file paths are written to the SVG.

BricsCAD only

Type:	String Standard
Saved in:	Preference

22.263 SVGIMAGEURL system variable

22.263.1 SVG Image Url

The file path for images for SVG export.

BricsCAD only

Type:	String Standard
Saved in:	Preference

22.264 SVGLINEWEIGHTSCALE system variable

22.264.1 SVG Line Weight Scale

Scales lineweights for an SVG export.

BricsCAD only

Type:	Real
Saved in:	Preference
Default value:	1.0

22.265 SVGOUTPUTHEIGHT system variable

22.265.1 SVG Output Height

Page height, in pixels, for SVG export.

Valid only if SVGSCALEFACTOR system variable is set to zero.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	768

22.266 SVGOUTPUTWIDTH system variable

22.266.1 SVG Output Width

Page width, in pixels, for SVG export.

Valid only if SVGSCALEFACTOR system variable is set to zero.

BricsCAD only

Type:	Short
Saved in:	Preference
Default value:	1024

22.267 SVGPRECISION system variable

22.267.1 SVG Floating Point Precision

Number of decimal digits (as in printf("%.9g",...) - 9 digits) for an SVG export.

BricsCAD only

Type:	Short

Saved in:	Preference
Default value:	6

22.268 SVGSCALEFACTOR system variable

22.268.1 SVG Scale Factor

Scales the SVG during an export. Dependent files need to be converted separately.

1 Drawing unit = X SVG pixel.

- If set to zero, scales the current view to fit within the page size set with the SVGOUTPUTWIDTH and SVGOUTPUTHEIGHT variables.
- If set to a positive value, SVG page size is calculated automatically to correspond to required scale.

For example, 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

22.269 SYSCODEPAGE system variable

22.269.1 System code page (Read Only)

Displays the system code page, determined by the operating system.

Type:	String
Saved in:	Not saved

23. T

23.1 TABCONTROLHEIGHT system variable

23.1.1 Tab control height in pixels (Mac & Linux)

Controls the height of the document control tab, in pixels.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 or greater
Default value:	25

23.2 TABLELAYER system variable

23.2.1 Default layer for new tables

Controls the default layer for new tables.

Type:	String
Saved in:	Drawing
Default value:	. (use current)

23.3 TABMODE system variable

23.3.1 Tablet mode

Allows the use of a tablet. Use the TABLET command to configure the tablet.

Type:	Boolean
Saved in:	Not saved
Range:	0
Possible values:	0: Command selection mode 1: Digitize mode

23.4 TABSFIXEDWIDTH system variable

23.4.1 Tabs fixed width (Mac & Linux)

Applies the same width to all tabs, in the documents tab.

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

23.5 TANGENTLENGTHTYPE system variable

23.5.1 Tangent Length Type

Sets default flow fitting tangent length type.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0
Possible options:	(0): Profile Width Ratio (1): Absolute Value

23.6 TANGENTLENGTHVALUE system variable

23.6.1 Tangent Length Value

Sets default flow fitting tangent length value.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0

23.7 TARGET system variable

23.7.1 Target (Read Only)

The coordinates for perspective projection of the current viewport.

Type:	3D point
Saved in:	Drawing

23.8 TDCREATE system variable

23.8.1 Time/Date create (Read only)

The time and date the drawing was created, in Julian Day format.

Type:	Real
Saved in:	Drawing

23.9 TDINDWG system variable

23.9.1 Time/Date in drawing (Read Only)

The total current drawing edit time, in days.

Format: >number of days<.>decimal fraction of a day<

Type:	Real
Saved in:	Drawing

23.10 TDUCREATE system variable

23.10.1 Time/Date universal create (Read Only)

The universal time and date the drawing was created, Julian Day format.

Type:	Real
Saved in:	Drawing

23.11 TDUPDATE system variable

23.11.1 Time/Date update (Read Only)

The local time and date, the drawing was last saved or updated, in Julian Day format.

Type:	Real
Saved in:	Drawing

23.12 TDUSRTIMER system variable

23.12.1 Time/Date user timer (Read Only)

The user-elapsed timer value.

Start, stop and reset the timer with the TIME command.

Type:	Real
Saved in:	Drawing

23.13 TDUUPDATE system variable

23.13.1 Time/Date universal update (Read Only)

The universal time and date the drawing was last saved or updated - in Julian Day format.

Type:	Real
Saved in:	Drawing

23.14 TEETANGENTLENGTHTYPE system variable

23.14.1 Tee Length Type

Sets default tee tangent length type.

BricsCAD only

Type:	Short
Saved in:	Drawing
Default value:	0

Possible options:	(0): Profile Width Ratio (1): Absolute Value

23.15 TEETANGENTLENGTHVALUE system variable

23.15.1 Tee Length Value

Sets default tee tangent length value.

BricsCAD only

Type:	Real
Saved in:	Drawing
Default value:	0.5

23.16 TEMPLATEPATH system variable

23.16.1 Template path

Specifies the file path used for the Templates folder.

BricsCAD only

Type:	String Standard
Saved in:	Preference

23.17 TEMPPREFIX system variable

23.17.1 Temporary prefix

The folder name for temporary files.

Type:	String Standard
Saved in:	Registry

23.18 TEXTANGLE system variable

23.18.1 Text angle

The angle of the last added text entity.

BricsCAD only

Type:	Real
Saved in:	Not saved

23.19 TEXTED system variable

23.19.1 Text editor for single line text entities

Controls the editor type used for single line text entities.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2
Possible options:	0: Edit in-place editor 1: Edit in pop up dialog 2: Edit in-place editor with repeated input

23.20 TEXTEDITMODE system variable

23.20.1 Text edit mode

Controls if DDEDIT command automatically repeats entity selections or not.

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	0
Possible options:	0: Multiple edit mode (command repeats until canceled) 1: Single edit mode (command ends after editing a text entity) 2: Automatic edit mode (single if to edit preselected text, otherwise multiple)

23.21 TEXTEVAL system variable

23.21.1 Text evaluation

Controls the interpretation of 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 options:	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 non-textual input

23.22 TEXTFILL system variable

23.22.1 Text fill

Controls if TrueType fonts are filled or outlined for renders and the PSOUT command.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible options:	0: Display text as outlines 1: Display text as filled images



23.23 TEXTQLTY system variable

23.23.1 Text quality (Mac & Linux)

Controls the smoothness of TrueType fonts for plot and render.

Values between 0 and 100 are accepted.

- A value of zero means no smoothing.
- A value of 100 is maximum smoothing.

Type:	Short
Saved in:	Not saved
Range:	0 to 100
Default value:	50
Possible options:	0: No smoothing 100: Maximum smoothing

23.24 TEXTLAYER system variable

23.24.1 Default layer for new text

Controls the default layer for new single-line or multiline text.

Type:	String
Saved in:	Drawing
Default value:	. (use current)

23.25 TEXTSIZE system variable

23.25.1 Text size

The default height for new text entities, has no effect if the current text style has a fixed height.

Type:	Real
Saved in:	Drawing
Default value:	2.5

23.26 TEXTSTYLE system variable

23.26.1 Text style

The current text style.

Type:	String
Saved in:	Drawing
Default value:	Standard

23.27 TEXTUREMAPPATH system variable

23.27.1 Texture map path

The file paths for texture maps.

BricsCAD only

Type:	String Standard
Saved in:	Preference

23.28 THICKNESS system variable

23.28.1 Thickness

The default thickness for 2D entities.

Type:	Real
Saved in:	Drawing
Default value:	0.0

23.29 THREADDISPLAY system variable

23.29.1 Thread representation

Controls the thread display for part created, during the -BMHARDWARE command.

BricsCAD only

Type:	Boolean

Saved in:	Registry
Default value:	Off
Possible values:	Off (0): Turn off Thread Display On (1): Thread Display

23.30 THUMBSIZE system variable

23.30.1 Thumbnail preview image size

Controls the maximum generated size for thumbnail previews, in pixels.

Type:	Short
Saved in:	Registry
Range:	0 to 8
Default value:	3
Possible options:	0: 64x64 1: 128x128 2: 256x256 3: 512x512 4: 1024x1024 5: 1440x1440 6: 1600x1600 7: 1920x1920 8: 2560x2560

23.31 TILEMODE system variable

23.31.1 Tile mode

Switches the active tab, model or paper space.

Type:	Short
Saved in:	Drawing
Default value:	1

Possible options:	0: Last active layout tab (paper space) 1: Model tab

23.32 TILEMODELIGHTSYNCH system variable

23.32.1 Tile mode light synch

Synchronizes 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

23.33 TIMEZONE system variable

23.33.1 Timezone

Controls the time zone for the sun.

Note: Setting a geographic location also controls the time zone.

Type:	Short
Saved in:	Drawing
Range:	-12000 to 13000
Default value:	-8000

Possible options:	-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 6300: (GMT+06:30) Rangoon

23.34 TOOLBARMARGIN system variable

23.34.1 Toolbar margin

Controls the toolbar row margin size, in pixels.

Values between 0 and 63 are accepted.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 63
Default value:	0

23.35 TOOLBUTTONSIZE system variable

23.35.1 Tool button size

Controls size of Toolbar buttons and icons.

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

Small:



Large:



Extra Large:



23.36 TOOLICONPADDING system variable

23.36.1 Tool icon padding

Controls the size of toolbar buttons. Changes the spacing, in pixels, does not change the size of the icons.

Values between 0 and 15 are accepted.

BricsCAD only

Type:	Short
Saved in:	Workspace
Range:	0 to 15
Default value:	4

23.37 TOOLPALETTEPATH system variable

23.37.1 Tool palettes path

Specify the path(s) to Tool Palettes.

Type:	String
Saved in:	Registry

23.38 TOOLTIPDELAY system variable

23.38.1 Tooltip delay

Controls the delay for tooltips (hover tips) to appear, in milliseconds. Applies only if tooltips are enabled in the TOOLTIPS system variable.

Values between 0 and 500 are accepted.

BricsCAD only

Type:	Short
Saved in:	Registry

Range:	0 or greater
Default value:	500

23.39 TOOLTIPS system variable

23.39.1 Tooltips

Toggles the display of tooltips for toolbars, the Ribbon, the Quad and the Properties.

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

23.40 TPSTATE system variable

23.40.1 Tool Palettes Panel state (Read Only)

The status of the Tool Palettes panel.

Type:	Short
Saved in:	Not saved
Range:	0 to 1
Default value:	0
Possible options:	0: Tool Palettes bar is invisible 1: Tool Palettes bar is visible

23.41 TRACEWID system variable

23.41.1 Trace width

Controls the default width for new traces, for the TRACE command.

Type:	Real

Saved in:	Drawing
Default value:	1.0

23.42 TRACKPATH system variable

23.42.1 Track path

Controls the display of polar and entity snap tracking paths.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible options:	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

23.43 TRANSPARENCYDISPLAY system variable

23.43.1 Transparency display

Displays transparencies.

Type:	Boolean
Saved in:	Registry
Default value:	On

23.44 TRAYICONS system variable

23.44.1 Tray icons

Toggles the display of the 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

23.45 TRAYNOTIFY system variable

23.45.1 Tray notify

Toggles the display of notification balloons.

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

23.46 TRAYTIMEOUT system variable

23.46.1 Tray timeout

Controls the display time for service notifications, in seconds. Applies only if the TRAYNOTIFY system variable is on.

Values between 0 and 60 are accepted.

Type:	Short
Saved in:	Registry
Range:	0 to 60
Default value:	0

23.47 TREEDEPTH system variable

23.47.1 Tree depth

Controls the maximum number of times an index can be divided into branches.

A value of zero suppresses the spatial index entirely, entities are always processed in database order. Positive numbers turn on spatial indexing, an integer, five digits maximum, the first three digits refer to model space, the remaining digits refer to paper space. For negative numbers Z coordinate is ignored in model space, recommended 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

23.48 TREEMAX system variable

23.48.1 Tree maximum

Limits the use of memory, limits the number of nodes in the spatial index (oct-tree) when a drawing is regenerated.

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

23.49 TRIMEDGES system variable

23.49.1 TRIM and EXTEND to hatches

Controls whether hatch patterns are considered when trimming and extending in Quick mode.

Type:	Boolean
Saved in:	Registry

Default value:	1
Possible values:	0: Uses hatch patterns as boundaries 1: Uses hatch edges only

23.50 TRIMEXTENDMODE system variable

23.50.1 TRIM and EXTEND mode

Controls how TRIM and EXTEND commands use streamlined inputs.

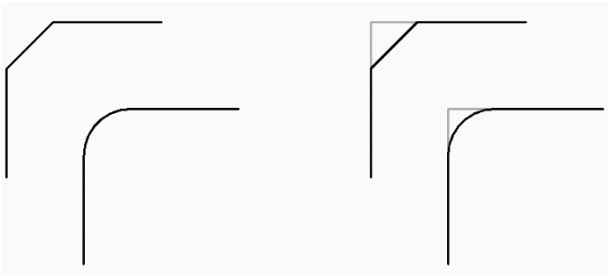
Type:	Boolean
Saved in:	Registry
Default value:	1
Possible values:	0: Standard mode, cutting and boundary edges need to be specified firstly 1: Quick mode, all objects in the drawing are automatically specified as cutting and boundary edges

23.51 TRIMMODE system variable

23.51.1 Trim mode

Controls if the length of 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



23.52 TRUSTEDPATHS system variable

23.52.1 Trusted executable file locations (Read Only)

File path(s) to use to load executable files.

Separate file paths with semicolons (;)

Type:	String
Saved in:	Not saved

23.53 TSPACEFAC system variable

23.53.1 Text space factor

Controls the line spacing distance of multiline text, measured as a multiplier of text height.

Values between 0.25 and 4.0 are accepted.

Type:	Real
Saved in:	Not saved
Range:	0.25 to 4.0
Default value:	1.0

23.54 TSPACETYPE system variable

23.54.1 Text space type

Controls 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

Note: The mtexts created with the MLEADER command are also influenced by this system variable's value.

Type:	Short
Saved in:	Registry
Range:	1 to 2
Default value:	1
Possible options:	1: At least 2: Exactly

23.55 TSTACKALIGN system variable

23.55.1 Text stack align

Controls the vertical alignment of stacked text.

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	2
Possible options:	0: Align bottom 1: Align center 2: Align top

23.56 TSTACKSIZE system variable

23.56.1 Text stack size

Controls the stacked text height, as a percentage, relative to the height of the selected text.

Values between 25 and 125 are accepted.

Type:	Short
Saved in:	Drawing
Range:	25 to 125
Default value:	70

23.57 TTFASTEXT system variable

23.57.1 TrueType Text displaying mode

Controls if TrueType text is drawn as vectorized graphics or as text.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Displays text as vectorized graphics On (1): Displays text as text

23.58 TUTORIALSONSTARTPAGE system variable

23.58.1 Tutorials on start page

Switch to control whether tutorials can be accessed from the start page.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Does not display the **Discover hands-on tutorials** button on the start page On (1): Displays the **Discover hands-on tutorials** button on the start page

24. U

24.1 UCSAXISANG system variable

24.1.1 UCS axis angle

Controls the default rotation angle around the X, Y, or Z axis, for the UCS command.

Values between 5 and 180 are accepted.

Type:	Real
Saved in:	Registry
Range:	5 to 180
Default value:	90

24.2 UCSBASE system variable

24.2.1 UCS base

The name of the UCS that defines the orthographic UCS.

Type:	String
Saved in:	Drawing
Default value:	WORLD

24.3 UCSDETECT system variable

24.3.1 UCS detect

Controls the dynamic UCS behavior. Dynamic UCS is a temporary UCS that activates automatically when the cursor hovers over a face, region or 2D entity.

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:	1
Possible options:	negative: Disable dynamic UCS 1: Enable for faces of 3D solid and regions 2: Enable for 2D entities

24.4 UCSFOLLOW system variable

24.4.1 UCS follow

Controls if a plan view (a top view zoomed to extents) is generated automatically whenever the UCS changes.

If on, turn off the UCSDETECT system variable.

Type:	Boolean
Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don’t show plan view when UCS is changed On (1): Show plan view when UCS is changed

24.5 UCSICON system variable

24.5.1 UCS icon

Controls the display and position of the UCS icon for the current viewport.

Type:	Short
Saved in:	Drawing
Range:	0 to 3
Default value:	3
Possible values:	0: No icon 1: Show icon 2: At origin

24.6 UCSICONPOS system variable

24.6.1 UCS icon position

Controls the location of the UCS icon when the origin point is not visible.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	1
Possible options:	0: Lower right 1: Lower left 2: Upper right 3: Upper left

24.7 UCSNAME system variable

24.7.1 UCS name (Read Only)

The name of the UCS for the current viewport, in the current workspace.

Type:	String
Saved in:	Drawing

24.8 UCSORG system variable

24.8.1 UCS origin (Read Only)

The current coordinate system's origin point for the current viewport.

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

24.9 UCSORTHO system variable

24.9.1 UCS orthographic

Sets the UCS to follow the current view, automatically switches the drawing plane to match the current view plane.

Only works if an orthographic view is selected with the -VIEW command or the LookFrom widget.

Does not work if the NAVVCUBEORIENT system variable 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

24.10 UCSVIEW system variable

24.10.1 UCS view

Controls if the current UCS is 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

24.11 UCSVP system variable

24.11.1 UCS viewports

Controls if 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 not stored in viewport) On (1): Locked (UCS stored in viewport)

24.12 UCSXDIR system variable

24.12.1 UCS X direction (Read Only)

The X direction for the current viewport.

Type:	3D point
Saved in:	Drawing
Default value:	1,0,0

24.13 UCSYDIR system variable

24.13.1 UCS Y direction (Read Only)

The Y direction for the current viewport.

Type:	3D point
Saved in:	Drawing
Default value:	0,1,0

24.14 UNDOCTL system variable

24.14.1 Undo control (Read Only)

Controls the behavior of the UNDO command.

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

24.15 UNDOMARKS system variable

24.15.1 Undo marks (Read Only)

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.

Type:	Short
Saved in:	Not saved

24.16 UNITESURFACES system variable

Unite adjacent surfaces.

24.16.1 Unite adjacent surfaces

Unites extruded/revolved surfaces that touch.

The UNITESURFACES system variable is one of the four system variables found under the **Extrude mode** group.

BricsCAD only

Type:	Boolean
Saved in:	Workspace
Default value:	0
Possible values:	Off (0): Unite adjacent surfaces On (1): Do not unite adjacent surfaces

24.17 UNITMODE system variable

24.17.1 Unit mode

Controls how Imperial units are displayed.

Type:	Boolean

Saved in:	Drawing
Default value:	Off
Possible values:	Off (0): Don’t remove spaces when distances or angles are converted to text On (1): Remove spaces when distances or angles are converted to text

24.18 USECOMMUNICATOR system variable

24.18.1 Use Communicator

Shows if the Communicator for BricsCAD is in use. If active, also shows the license type.

- 0: no license, Communicator for BricsCAD import and export formats are not available.
- 1: trial, runs Communicator for BricsCAD in trial mode, expiring after 30 days.
- 2: full, runs the full Communicator for BricsCAD import-export set.

If the license is changed, the new level comes into effect after restarting the program.

BricsCAD only

Type:	Short
Saved in:	Preference
Range:	0 to 2
Default value:	1
Possible options:	0: Not using Communicator 1: Communicator in use - on trial 2: Communicator in use - fully licensed

24.19 USENEWLOOKFROM system variable

24.19.1 Use the new LookFrom

Enables the new version of LookFrom.

BricsCAD only

Type:	Boolean
Saved in:	Preference

Default value:	On
Possible values:	Off (0): Turns off the new version of LookFrom On (1): Turns on the new version of LookFrom

24.20 USENEWNOTIFICATIONS system variable

24.20.1 QML Notifications

Determines the type of notifications that are displayed.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	1
Possible values:	Off (0): Show WX notifications On (1): Show Qt notifications

24.21 USENEWSETTINGSDIALOG system variable

24.21.1 Use the new settings dialog

Enables the new settings dialog.

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	1
Possible values:	Off (0): Do not use the new settings dialog On (1): Use the new settings dialog

24.22 USENEWSTATUSBAR system variable

24.22.1 Status Bar Preview

Determines the type of status bar that is displayed.

BricsCAD only

Type:	Short
Saved in:	Registry
Default value:	0
Possible values:	Off (0): Show WX status bar On (1): Show Qt status bar

24.23 USERI1 system variable

24.23.1 User integer 1

First of 5 variables that can be used to store integer values.

Type:	Short
Saved in:	Drawing
Default value:	0

24.24 USERI2 system variable

24.24.1 User integer 2

Second of 5 variables that can be used to store integer values.

Type:	Short
Saved in:	Drawing
Default value:	0

24.25 USERI3 system variable

24.25.1 User integer 3

Third of 5 variables that can be used to store integer values.

Type:	Short
Saved in:	Drawing

Default value:	0

24.26 USERI4 system variable

24.26.1 User integer 4

Fourth of 5 variables that can be used to store integer values.

Type:	Short
Saved in:	Drawing
Default value:	0

24.27 USERI5 system variable

24.27.1 User integer 5

Fifth of 5 variables that can be used to store integer values.

Type:	Short
Saved in:	Drawing
Default value:	0

24.28 USERR1 system variable

24.28.1 User real 1

First of 5 variables that can be used to store real numerical values.

Type:	Real
Saved in:	Drawing
Default value:	0.0

24.29 USERR2 system variable

24.29.1 User real 2

Second of 5 variables that can be used to store real numerical values.

Type:	Real
Saved in:	Drawing
Default value:	0.0

24.30 USERR3 system variable

24.30.1 User real 3

Third of 5 variables that can be used to store real numerical values.

Type:	Real
Saved in:	Drawing
Default value:	0.0

24.31 USERR4 system variable

24.31.1 User real 4

Fourth of 5 variables that can be used to store real numerical values.

Type:	Real
Saved in:	Drawing
Default value:	0.0

24.32 USERR5 system variable

24.32.1 User real 5

Fifth of 5 variables that can be used to store real numerical values.

Type:	Real
Saved in:	Drawing
Default value:	0.0

24.33 USERS1 system variable

24.33.1 User string 1

First of 5 variables that can be used to store string values.

Type:	String
Saved in:	Not saved

24.34 USERS2 system variable

24.34.1 User string 2

Second of 5 variables that can be used to store string values.

Type:	String
Saved in:	Not saved

24.35 USERS3 system variable

24.35.1 User string 3

Third of 5 variables that can be used to store string values.

Type:	String
Saved in:	Not saved

24.36 USERS4 system variable

24.36.1 User string 4

Fourth of 5 variables that can be used to store string values.

Type:	String
Saved in:	Not saved

24.37 USERS5 system variable

24.37.1 User string 5

Fifth of 5 variables that can be used to store string values.

Type:	String
Saved in:	Not saved

24.38 USESTANDARDOPENFILEDIALOG system variable

24.38.1 Use standard open file dialog (Windows)

Uses a standard (non-customizable) dialog for the OPEN, SAVEAS and INSERT commands (Windows only). See also the DRAWINGPATH, BLOCKSPATH and PLACESBARFOLDER system variables.

BricsCAD only

Type:	Boolean
Saved in:	Preference
Default value:	Off

25. V

25.1 VBAMACROS system variable

25.1.1 Enable macros

Enables macros when a VBA-project is loaded.

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

25.2 VENDORNAME system variable

25.2.1 Vendor name (obsolete)

Shows the vendor name.

BricsCAD only

Read-only

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

25.3 VERBOSEBIMSECTIONUPDATE system variable

25.3.1 Additional diagnostics while section update

Displays additional diagnostics for the BIMSECTIONUPDATE command.

BricsCAD only

Type:	Boolean
Saved in:	Registry

Default value:	On

25.4 VERSIONCONTROLCONFIGPATH system variable

25.4.1 Version Control config path

The file path used to store version control settings.

BricsCAD only

Type:	String
Saved in:	Registry

25.5 VERSIONCONTROLDOWNLOADPATH system variable

25.5.1 Version Control download path

The file path used to store version control projects.

BricsCAD only

Type:	String
Saved in:	Registry

25.6 VERSIONCUSTOMIZABLEFILES system variable

25.6.1 Version customizable files (Read Only)

Shows the current version of the CUI and PGP files.

Type:	String
Saved in:	Preference

25.7 VIEWCTR system variable

25.7.1 View center (Read Only)

The coordinates for the center point of the current viewport.

Type:	3D point
Saved in:	Drawing

25.8 VIEWDIR system variable

25.8.1 View direction (Read Only)

Displays the view direction of the current viewport.

Type:	3D point
Saved in:	Drawing

25.9 VIEWMODE system variable

25.9.1 View mode (Read Only)

The current viewport's View mode.

- If off, the front clipping plane passes through the camera point (vectors behind the camera are not displayed) unless front-clipping is off.
- If **Front clip not at eye** is on, the FRONTZ system variable controls the front clipping plane.

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

25.10 VIEWPORTLAYER system variable

25.10.1 Default layer for new viewports

Controls the default layer for new viewports.

Type:	String
Saved in:	Drawing
Default value:	. (use current)

25.11 VIEWSIZE system variable

25.11.1 View size (Read Only)

The height of the current viewport.

Type:	Real
Saved in:	Drawing
Default value:	0.0

25.12 VIEWTWIST system variable

25.12.1 View twist (Read Only)

The view twist angle relative to the WCS for the current viewport.

Type:	Real
Saved in:	Drawing

25.13 VIEWUPDATEAUTO system variable

25.13.1 Automatically update drawing views

Turns on automatic updates to drawing views (in paper space) 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

25.14 VISRETAIN system variable

25.14.1 Visibility retain

Controls the visibility, color, linetype and lineweight of an XRef, and if path changes to nested XRefs are saved. If the PSTYLEPOLICY system variable is off (0), also controls the plotstyles of XRef-dependent layers.

- If Off (0): Changes made to XRefs-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 options:	0: Off, the layer table, as stored in the XRef takes precedence 1: On, XRef-dependent layer changes made in the current drawing take precedence

25.15 VOLUMEPREC system variable

25.15.1 Volume precision

Controls the number of decimal places displayed for volumes, if volume properties are formatted with the PROPUNITS system variable.

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 the LUPREC system variable 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

25.16 VOLUMEUNITS system variable

25.16.1 Volume units

Controls a list of units used to display volume, if volume properties are formatted with the PROPUNITS system variable.

If empty, all volumes match the drawing.

Note: The string contains a space-separated list of unit abbreviations.

BricsCAD only

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

25.17 VPMAXIMIZEDSTATE system variable

25.17.1 Viewport maximized (Read Only)

Displays a value to indicate if the viewport is maximized.

Note: You cannot plot or publish when the viewport is maximized.

This system variable is available only at the Command line.

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

Possible values:	Off (0): Viewport is not maximized On (1): Viewport is maximized

25.18 VPROTATEASSOC system variable

25.18.1 Rotate view

Rotates a view with the viewport, in paper space.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Rotate view off On (1): Rotate view on

25.19 VSMAX system variable

25.19.1 Virtual screen maximum (Read Only)

The current viewport's upper-right corner coordinates.

Type:	3D point
Saved in:	Drawing

25.20 VSMIN system variable

25.20.1 Virtual screen minimum (Read Only)

The current viewport's lower-left corner coordinates.

Type:	3D point
Saved in:	Drawing

25.21 VTDURATION system variable

25.21.1 View transition duration

Controls the duration of animated view transitions in milliseconds.

Values between 0 and 5000 are accepted.

Type:	Short
Saved in:	Registry
Range:	0 to 5000
Default value:	750

25.22 VTENABLE system variable

25.22.1 Enable view transitions

Enables animation transitions during pan, zoom and rotation view actions in model space. See also, the VTFPS system variable.

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

25.23 VTFPS system variable

25.23.1 View transition minimum FPS

Controls the minimum FPS required to enable animated view transitions.

Values between 1 and 30 are accepted.

The default value is 7, 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

26. W

26.1 WARNINGMESSAGES system variable

26.1.1 Warning messages

Controls which warning messages are displayed.

BricsCAD only

Type:	Long
Saved in:	Preference
Default value:	1048575
Possible options:	1: When 3D context with hardware rendering switched off is selected 2: When tool property are modified in the Customize dialog box 4: When sheet custom properties are deleted 8: When entities are moved to frozen or off layer 16: When saving to previous version that does not support certain entities 32: When a drawing is opened and modified attachments are detected 64: When a new layer, that does not match the current layer filter, is created 128: Render: Tile sizes between 4 and 127 are processed as 128 256: When a category mass is expanded in the Properties panel 512: When an item in the Customize dialog box is deleted 1024: On publish: Save sheet list 2048: When layouts in Page Setup Explorer are deleted 4096: When mass property calculations will take a long time 8192: When entering the Array Edit mode 16384: When there are incompatible units 32768:When a block definition modification will cause all related block references to update 65536: When a Data Link has changed - tables that use this link may need to be updated 131072:When VIEWBASE is used for architectural drawings 262144: When a closed category in the Properties panel is expanded 524288: When an empty category in the Properties panel is removed

26.2 WHIPARC system variable

26.2.1 Whip arcs

Controls if circles and circular arcs display as true (smooth) circles or as a series of angular lines.

Type:	Short

Saved in:	Registry
Range:	0 to 1
Default value:	1
Possible options:	0: Display circles and arcs as a series of angular lines 1: Display as true circles and arcs

26.3 WHIPTHREAD system variable

26.3.1 Whip thread

Controls if the REGEN and REDRAW commands use multithreading, if the machine has multiple processors (Not yet supported).

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.

Type:	Short
Saved in:	Registry
Range:	0 to 3
Default value:	0
Possible options:	0: No multithreading 1: Regenerative multithreading 2: Redraw multithreading

26.4 WINDOWAREACOLOR system variable

26.4.1 Window area color

Controls the color for window selection areas (left-right).

It has effect only when SELECTIONAREA system variable is on.

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

Default value:	150

26.5 WIPEOUTFRAME system variable

26.5.1 Wipeout frame

Controls the display of frames for wipeout entities, if the FRAME system variable is set to **Use individual system variables** (3).

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

26.6 WMFBKGND system variable

26.6.1 Windows Meta File background

Controls 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 set with the WMFFOREGND system variable On (1): Current background color; foreground remains unchanged

26.7 WMFFOREGND system variable

26.7.1 Windows Meta File foreground

Controls 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

26.8 WMFTTFASTEXT system variable

26.8.1 TrueType Text mode for Windows Meta File

Controls if TrueType text is exported as vectorized graphics or as text to a WMF (Windows Meta File).

BricsCAD only

Type:	Boolean
Saved in:	Registry
Default value:	0
Possible values:	Off (0): Export TrueType text as vectorized graphics On (1): Export TrueType text as text

26.9 WNDLMAIN system variable

26.9.1 Main window state

The state of the main graphics window.

BricsCAD only

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	2

Possible options:	0: Normal 1: Minimized 2: Maximized

26.10 WNDLSCRL system variable

26.10.1 Window scrollbars (Windows)

Controls 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

26.11 WNDLTEXT system variable

26.11.1 Text window state

The text window status.

BricsCAD only

Type:	Short
Saved in:	Registry
Possible options:	0: Hidden 1: Normal 2: Minimized 3: Maximized

26.12 WNDPMAIN system variable

26.12.1 Main window top-left

The top-left position of the main graphics window.

BricsCAD only

Type:	2D point
Saved in:	Registry

26.13 WNDPTEXT system variable

26.13.1 Text window top left

The top-left position of the text window.

BricsCAD only

Type:	2D point
Saved in:	Registry

26.14 WNDSMAIN system variable

26.14.1 Main window size

The size of the main graphics window.

BricsCAD only

Type:	2D point
Saved in:	Registry

26.15 WNDSTEXT system variable

26.15.1 Text window size

The size of the text window.

BricsCAD only

Type:	2D point
Saved in:	Registry

26.16 WORLDUCS system variable

26.16.1 World UCS (Read Only)

Displays if the UCS matches the WCS or not.

Type:	Boolean
Saved in:	Not saved
Possible values:	Off (0): UCS doesn't match the WCS On (1): UCS matches the WCS

26.17 WORLDVIEW system variable

26.17.1 World view

Controls if the DVIEW or VPOINT commands change the current UCS to the WCS.

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

26.18 WRITESTAT system variable

26.18.1 Write status (Read Only)

The state of the open drawing - read-only or writable.

Used in LISP to determine the write status of drawing.

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

26.19 WSAUTOSAVE system variable

26.19.1 Workspace autosave

Automatically saves workspace changes.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Don’t save automatically On (1): Save automatically

26.20 WSCURRENT system variable

26.20.1 Current workspace

The name of the current workspace.

Type:	String
Saved in:	Registry

27. X

27.1 XCLIPFRAME system variable

27.1.1 Xref clipping frame

Controls the display of XRef and Block Reference clipping boundaries, if the FRAME system variable is set to **Use individual system variables** (3).

Type:	Short
Saved in:	Drawing
Range:	0 to 2
Default value:	2
Possible options:	0: Hide clipping boundaries 1: Display and plot clipping boundaries 2: Display but do not plot clipping boundaries

27.2 XDWGFADECTL system variable

27.2.1 XRef database fade control

Controls the transparency for XRefs.

Values between -90 and 90 are accepted. Negative values disable fading.

Type:	Short
Saved in:	Registry
Range:	-90 to 90
Default value:	70

27.3 XEDIT system variable

27.3.1 XRef editable

Allows in-place editing on the current drawing, if it is referenced in 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

27.4 XFADECTL system variable

27.4.1 Reference editing fade control

Controls the transparency for XRefs during edit mode.

This system variable affects only the entities that are not being edited in the reference.

Values between 0 and 90 are accepted.

- A value of zero means fully opaque.
- A value of 90 means maximum transparency.

Type:	Short
Saved in:	Registry
Range:	0 to 90
Default value:	50

27.5 XLOADCTL system variable

27.5.1 XRef load control

Controls XRef demand loading and if a copy or the original drawing is opened (Not yet supported).

Type:	Short
Saved in:	Registry
Range:	0 to 2
Default value:	1

Possible options:	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

27.6 XLOADPATH system variable

27.6.1 XRef load path

Controls a path to store temporary copies of demand-loaded XRefs. See also the XREFCTL system variable.

Type:	String Standard
Saved in:	Registry

27.7 XNOTIFYTIME system variable

27.7.1 Xnotify time

Controls how often the program checks for modified XRefs, images and PDF documents, in minutes.

This is if XREFNOTIFY, IMAGENOTIFY and/or PDFNOTIFY is ON.

Values between 0 and 10,080 are accepted.

Type:	Short
Saved in:	Registry
Range:	0 to 10080
Default value:	5

27.8 XREFCTL system variable

27.8.1 XRef control

Creates XRef log files (XLG).

Type:	Boolean
Saved in:	Registry
Range:	Off

Possible values:	Off (0): Don't write log files On (1): Write log files

27.9 XREFLAYER system variable

27.9.1 Default layer for new xrefs

Controls the default layer for new external references.

Type:	String
Saved in:	Drawing
Default value:	. (use current)

27.10 XREFNOTIFY system variable

27.10.1 XRef notify

Displays a warning, when a drawing is opened, if there are missing XRefs.

Type:	Boolean
Saved in:	Registry
Default value:	On
Possible values:	Off (0): Disable Xref notification On (1): Enable Xref notification

27.11 XREFOVERRIDE system variable

27.11.1 XRef override

Controls the display of entity visual properties (such as color, linetype, lineweight, transparency, or plot style) on referenced layers.

- If 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 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:	(0): Off, only ByLayer properties of the entities in the XREF drawing can be changed (1): On, all properties of entities in the XREF drawing can be changed by its original layer property

27.12 XREFTYPE system variable

27.12.1 XRef type

Controls the default reference type.

Type:	Short
Saved in:	Registry
Range:	0 to 1
Default value:	0
Possible options:	0: Attachment 1: Overlay

28. Y

29. Z

29.1 ZOOMFACTOR system variable

29.1.1 Zoom factor

Controls the incremental zoom change with respect to the mouse-wheel.

When zooming in, the incremental step decreases gradually allowing to focus on a particularly detail easily.

Values between 3 and 100 are accepted.

Type:	Short
Saved in:	Registry
Range:	3 to 100
Default value:	40

29.2 ZOOMWHEEL system variable

29.2.1 Mouse wheel zoom direction

Toggles the mouse wheel zoom direction.

Type:	Short
Saved in:	Registry
Default value:	0
Possible options:	0: Forward zooms in, backward zooms out 1: Forward zooms out, backward zooms in