

3DOSMODE system variable

1307 GstarCAD MY /KW July 7, 2021 [System Variables](#) 0 2676

Function Description:

The **3DOSMODE** system variable is used to control 3D object snap settings.

Type : Integer

Saved in : Registry

Initial value : 11

Range : 0 ~ 256

System Variable Value:

1 : all 3D object snaps are disabled. Shortcut key: ZNON

2 : snap a vertex or a control point. Shortcut key: ZVER

4 : snap a middle point on a face edge. Shortcut key: ZMID

8 : snap the center point on a face. Shortcut key: ZCEN

16 : snap a knot of a spline or surface. Shortcut key: ZKNO

32 : snap a vertical face(planar faces only). Shortcut key: ZPER

64 : snap an object nearest to a face. Shortcut key: ZNEA

128 : snap the nearest point on planar segment of point cloud. Shortcut key: PNOD

256 : all 3D object snaps are disabled. Shortcut key: PNEA

Note: This system variable could control which 3D object snap enabled. The setting is stored as a bitcode using the sum of listed system variable values. Users could specify more than one object snap by entering the sum of their values. Taking 6 for example, it means to specify the vertex and middle point object snaps.

Online URL: <https://www.kb2.gstarcad.com.my/article.php?id=1307>