

# LIGHTSINBLOCKS system variable

1666 GstarCAD MY /KW July 19, 2021 [System Variables](#) 0 1223

## Function Description:

The **LIGHTSINBLOCKS** system variable is used to control whether to use the light contained in block when rendering.

**Type** : Integer

**Saved in** : Drawing

**Initial value** : 1

**Range** : 0,1

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

## System Variable Value:

**0** : turn off light in blocks

**1** : turn on light in blocks

Online URL: <https://www.kb2.gstarcad.com.my/article.php?id=1666>