SMOOTHMESHCONVERT system variable

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Function Description:

The **SMOOTHMESHCONVERT** system variable is used to set whether to smooth or face mesh objects that converted to 3D solids or surfaces, as well whether to merge their faces.

Type: Bitcode

Saved in: User-settings

Initial value: 0 **Range**: 0,1,2,3

System Variable Value:

0 : create smooth models. Optimize or merge coplanar faces.

1 :create smooth models. The original mesh faces will be kept in objects after converting.

2 :create models whose faces are smoothed. Optimize or merge coplanar faces.

3 :create models whose faces are smoothed. The original mesh faces will be kept in objects after converting.

Online URL: https://www.kb2.gstarcad.com.my/article.php?id=1821