# CONVTOMESH command

The **CONVTOMESH** command to convert eligible 3D objects into meshes, the objects will be smoothed at the same time in the conversion as well.

**Eligible objects include** : solids, closed polylines, regions, 3D face, 3D surfaces, polygon meshes.

**FACETERMESHTYPE** : System Variable, controls the level of smoothness upon conversion (If the mesh type is not set to be optimized, the converted object is not smoothed).

**DELOBJ** : System Variable, when sets the value to 0, the defining objects won't be deleted, when the value is -3, there will be a two options for users to choose delete or not, when it is 3, the defining objects will be deleted.

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