

CONVTOSURFACE command

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The **CONVTOSURFACE** command or click Ribbon- Mesh – Convert to SURFACE to convert eligible objects into 3D surfaces.

Eligible objects include : 2D solids, 3D solids, Mesh objects, Planar 3Dfaces, Regions, Zero-width polylines with thickness, Polylines with global-width, Lines with thickness, Arcs with thickness, Closed plane curve.

SMOOTHMESHCONVERT : System Variable, only supports value 3. Smoothness and optimization effect won't be supported in the version.

DEOBJ : 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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