

# 3DOSMODE system variable

1307 GstarCAD MY /KW July 7, 2021 [System Variables](#) 0 4167

## 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>