GRIPSUBOBJMODE system variable

Function Description:

The **GRIPSUBOBJMODE** system variable is used to control whether to set grips to active grips automatically when selected sub-objects.

Type : Integer
Saved in : Registry
Initial value : 1
Range : 0,1,2

When a grip is selected, its color changes and becomes an active grip, it means this grip could be used to modify its associated objects or sub-objects.

System Variable Value:

0 : set grips to active grips automatically when selected sub-objects
1 : when selected sub-objects, the following points will be set to be active. They are: grips for block attributes; grips for planes, edges, and vertexes; control points for solid, meshes or curves created by NURBS
2 : grips on polylines will be active grips when selected sub-objects

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