# SMOOTHMESHGRID system variable

**Function Description:**

The **SMOOTHMESHGRID** system variable is used to set the maximum smoothness of underlay mesh face grid displayed in 3D mesh objects.

**Type** : Integer
**Saved in** : User-settings
**Initial value** : 3
**Range** : 0,1,2,3,4

**System Variable Value:**

**0** : never display underlay mesh facet grid
**1** : display facet grid for smoothness level of 0 and 1
**2** : display facet grid for smoothness level of 2 or lower
**3** : display facet grid for smoothness level of 3 or lower
**4** :display facet grid for smoothness level of 4 or lower

This system variable could used to help display smooth surfaces. Users could simplify display of underlay facet grid when dealing with mesh objects with high density.
According to expected smooth level, any value could be entered. It has no effect on mesh smoothness. But it could not exceed SMOOTHMESHMAXLEV value.