

# 3DOSMODE System Variable — GstarCAD 2027

## 3DOSMODE System Variable

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### 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 can control which 3D object snap enabled. The setting is stored as a bitcode using the sum of listed system variable values. Users can 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.

## Other versions with matching text

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