

GRIPSUBOBJMODE System Variable — GstarCAD 2027

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Function Description:

The GRIPSUBOBJMODE system variable is used to control whether to set grips to active grips automatically when selected subobjects..

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 can be used to modify its associated objects or subobjects.

System Variable Value:

- 0:** set grips to active grips automatically when selected subobjects
- 1:** when selected subobjects, 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 subobjects

Other versions with matching text

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