

DRAWORDERCTL System Variable

[GstarCAD 2027](#) · [Command Reference](#)

Function Description:

The DRAWORDERCTL system variable is used to control the default display behavior when creating or editing overlapping objects.

Type	Integer
Saved in	Drawing
Initial value	3
Range	0,1,2,3

System Variable Value:

- 0:** turn off the default drawing order for overlapped objects. The edited objects display in the front without considering its drawing order until regenerating or reopening the drawing. This setting also turns off the drawing order inheritance. When creating a new object from one object by the following commands, it will not inherit object daring order to new object. Commands are BREAK, FILLET, HATCH, HATCHEDIT, EXPLODE, TRIM, JOIN, PEDIT, and OFFSET. This setting can largely enhance editing speed for drawings with many graphics.
- 1:** turn on the default drawing order: after editing objects, they display in right order automatically
- 2:** turn on the default drawing order: after editing objects, they display in right order automatically
- 3:** supply completely drawing order display. Display opened objects in right drawing order and turn on drawing order inheritance.Note: the completely drawing order display option might decrease the editing speed.
- Note:** the completely drawing order display option might decrease the editing speed.

Other versions with matching text

[2023](#) · [2024](#) · [2025](#) · [2026](#)

Online URL: <https://www.kb2.gstarcad.com.my/article.php?id=5432>