

# DRAWORDERCTL system variable

1519 GstarCAD MY /KW July 14, 2021 [System Variables](#) 0 1043

## 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 drawing order to new object. Commands are **BREAK, FILLET, HATCH, HATCHEDIT, EXPLODE, TRIM, JOIN, PEDIT, and OFFSET**. This setting could 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.

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Online URL: <https://www.gstarcad.com.my/knowledge/article/draworderctl-system-variable-1519.html>