

# GRIPSUBOBJMODE system variable

1600 GstarCAD MY /KW July 16, 2021 [System Variables](#) 0 1130

## Function Description:

The **GRIPSUBOBJMODE** system variable is used to control whether to set grips to active grips automatically when selected sub-objects.

**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 could be used to modify its associated objects or sub-objects.

## System Variable Value:

**0** : set grips to active grips automatically when selected sub-objects

**1** : when selected sub-objects, 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 sub-objects

Online URL:

<https://www.gstarcad.com.my/knowledge/article/gripsubobjmode-system-variable-1600.html>