

GRIPSUBOBJMODE system variable

1600 GstarCAD MY /KW July 16, 2021 [System Variables](#) 0 1146

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>