

LIGHTSINBLOCKS system variable

1666 GstarCAD MY /KW July 19, 2021 [System Variables](#) 0 933

Function Description:

The **LIGHTSINBLOCKS** system variable is used to control whether to use the light contained in block when rendering.

Type : Integer

Saved in : Drawing

Initial value : 1

Range : 0,1

When this system variable is off, the light in block has no effect on 3D objects rendering in current viewport.

System Variable Value:

0 : turn off light in blocks

1 : turn on light in blocks

Online URL: <https://www.gstarcad.com.my/knowledge/article/lightsinblocks-system-variable-1666.html>