

Architectural Drafting Using AutoCAD

System Variables



The following listing shows the AutoCAD system variables that can be stored within a drawing or template file. The value of each of these variables is written into the file when the drawing is saved, so the next time the drawing is opened, the values remain the same. The values for most of these variables can be set by entering the variable name or by using the **SETVAR** tool. Some variable values are derived by AutoCAD from the current condition of the drawing or the drawing environment, and cannot be directly set. These are referred to as *read-only* variables.

Each of the listings in this reference provides a brief description of the system variable and the default setting when no specific drawing is referenced. The *R* symbol indicates that the variable is read-only.

Variables Saved in the Drawing

Variable Name	Default Value	Description
3DCONVERSIONMODE	1	Converts materials to current release.
3DDWFPREC	2	Sets precision for DWF files.
ANGBASE	0.0000	Sets base angle to 0 relative to current UCS.
ANGDIR	0	Specifies counterclockwise or clockwise angle measurement.
ANNOALLVISIBLE	1	Controls display of annotations that do not use the current annotation scale.
ANNOTATIVEDWG	0	Controls whether a drawing will be annotative if inserted as a block.
ATTMODE	1	Display mode for block attributes.
AUNITS	0	Format for angular units.
AUPREC	0	Precision of angular units.
BACKZ	none	Controls back clipping plane offset from the target plane.
CAMERADISPLAY	0	Controls display of camera objects.
CAMERAHEIGHT	0	Controls default height for new camera objects.
CANNOSCALE	1:1	Sets the annotation scale.
CANNOSCALEVALUE	1	Displays value of current annotation scale.
CECOLOR	BYLAYER	Color of newly created objects.
CELTSCALE	1	Individual object linetype scaling for new objects.
CELTYPE	BYLAYER	Linetype for newly created objects.
CELWEIGHT	-1	Lineweight setting for new objects.

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Variable Name	Default Value	Description
CHAMFERA	0.0000	First chamfer distance.
CHAMFERB	0.0000	Second chamfer distance.
CHAMFERC	0.0000	Chamfer length.
CHAMFERD	0.0000	Chamfer angle.
CLAYER	0	Sets the currently active layer.
CMATERIAL	BYLAYER	Sets materials for newly created objects.
CMLEADERSTYLE	STANDARD	Controls the multileader style.
CMLJUST	0	Controls multiline justification.
CMLSCALE	1.0000 (English) or 20.000 (metric)	Sets multiline width.
CMLSTYLE	STANDARD	Sets current multiline style.
CPLOTSTYLE	varies	Specifies the plot style setting for new objects.
CSHADOW	0	Controls shadow display for 3D objects.
CTAB	varies	Identifies the current model or layout tab.
CTABLESTYLE	STANDARD	Sets name of current table style.
CVPORT	2	Specifies the identification number of the current viewport.
DEFAULTLIGHTING	1	Turns lighting on in the current viewport.
DEFAULTLIGHTINGTYPE	1	Changes the type of default lighting.
DGNFRAME	0	Controls display of DGN underlay frames.
DISPSILH	0	Toggles display of wireframe silhouette curves.
DRAGVS	varies	Sets visual style of 3D objects.
DRAWORDERCTL	3	Controls draw order functionality.
DWFFRAME	2	Controls visibility of DWF underlay frames.
DXEVAL	12	Controls the frequency with which data extraction tables are compared against their sources.
ELEVATION	0.0000	Sets the elevation relative to current UCS.
EXTMAX		Displays the value of the upper-right limit of the drawing.
EXTMIN		Displays the value of the lower-left limit of the drawing.
EXTNAMES	1	Specifies the naming parameters for named objects.
FACETRES	0.5	Determines the smoothness of shaded objects and objects with hidden lines removed.
FIELDEVAL	31	Determines how fields are updated.
FILLETRAD	0.0000	Sets the fillet radius setting.
FILLMODE	1	Toggles fill for solid objects.
FRONTZ		Holds the front clipping plane offset from the target plane in the current viewport.

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Variable Name	Default Value	Description
GEOLATLONGFORMAT	0	Sets the format of the latitude and longitude values in the Geographic Location dialog box and status bar.
GEOMARKERVISIBILITY	1	Sets the visibility of geographic markers.
GRIDDISPLAY	2	Determines how the grid is displayed.
GRIDMAJOR	5	Controls ratio of major to minor grid lines.
GRIDMODE	0	Toggles the grid display.
GRIDUNIT	0.5000,0.5000 (imperial) or 10,10 (metric)	Sets the current grid spacing in drawing units.
HALOGAP	0	Determines the gap shown when one object is hidden by another object in 2D views.
HANDLES		Provides support for applications requiring handle access.
HIDETEXT	On	Determines whether text objects are processed when the HIDE tool is active.
HPINHERIT	0	Controls the origin of the hatch when Inherit Properties is used in HATCH and HATCHEDIT .
HPORIGIN	0,0	Sets the origin point for new hatch objects relative to the UCS.
HYPERLINKBASE	""	Determines the file path for all relative hyperlinks in the drawing.
INDEXCTL	0	Controls the creation and saving of layer and spatial indexes.
INSBASE	0.0000,0.0000,0.0000	Defines the insertion point set by the BASE tool.
INSUNITS	1	Defines the drawing units for inserting blocks, images, and xrefs.
INTERFERECOLOR	1	Determines color for interference objects.
INTERFEREOBJVS	REALISTIC	Determines visual style for interference objects.
INTERFEREVPVS	3DWIREFRAME	Determines visual style for interference checking.
INTERSECTIONCOLOR	257	Specifies the color of intersection polylines.
INTERSECTIONDISPLAY	Off	Specifies the display of intersection polylines.
ISOLINES	4	Determines the number of isolines per surface on 3D objects.
LATITUDE	varies	Controls latitude of the drawing model.
LAYEREVAL	0	Controls layer reconciliation.
LAYERNOTIFY	0	Controls how alerts are displayed for unreconciled layers.
LENSLENGTH	50.0000	Determines the length of the lens in millimeters for perspective view.
LIGHTGLYPHDISPLAY	1	Controls the display of light glyphs.
LIGHTINGUNITS	0	Controls the kind of lighting units used.
LIGHTSINBLOCKS	1	Controls lighting in blocks when rendering.

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Variable Name	Default Value	Description
LIMCHECK	0	Toggles active limit checking for object creation.
LIMMAX	12.0000,9.0000	Determines the upper-right drawing limits.
LIMMIN	0.0000,0.0000	Determines the lower-left drawing limits.
LINEARBRIGHTNESS	0	Controls the brightness of the drawing.
LINEARCONTRAST	0	Controls the contrast of the drawing.
LOFTANG1	90	Controls the draft angle through a loft's first cross section.
LOFTANG2	90	Controls the draft angle through a loft's last cross section.
LOFTMAG1	0.0000	Determines a draft angle's magnitude through a loft's first cross section.
LOFTMAG2	0.0000	Determines a draft angle's magnitude through a loft's last cross section.
LOFTNORMALS	1	Specifies the normals of lofted objects as they pass through cross sections.
LOFTPARAM	7	Determines shapes of lofted solids and surfaces.
LOGEXPBRIGHTNESS	65.0	Controls brightness of drawing with photometric lights.
LOGEXPCONTRAST	50.0	Controls contrast of drawing with photometric lights.
LOGEXPDAYLIGHT	2	Controls the use of daylight with photometric lights.
LOGEXPMIDTONES	1.0	Controls the mid tones of a drawing when using photometric lights.
LOGEXPPHYSICALSCALE	1500	Determines the relative brightness of self-illuminated materials.
LOGFILEPATH		Specifies path and name for the log file.
LONGITUDE	varies	Controls longitude of the drawing model.
LTSCALE	1.0000	Determines the global linetype scale factor.
LUNITS	2	Determines the display format for linear units.
LUPREC	4	Sets the precision value for linear units.
LWDISPLAY	Off (0)	Controls the display of lineweights within the model tab and each individual layout tab.
MAXACTVP	64	Controls the maximum number of active model space viewports.
MEASUREMENT	0	Sets drawing units as English or metric.
MIRRTEXT	0	Toggles mirroring technique for text objects.
MSLTSCALE	1	Controls scale of linetypes in model tab.
MSOLESCALE	1.000	Controls size of OLE object with text pasted into model space.
MTEXTCOLUMN	2	Specifies the default setting for columns in multiline text.
NAVVCUBEDISPLAY	1	Determines whether the ViewCube is displayed in 3D views.

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Variable Name	Default Value	Description
NORTHDIRECTION	varies	Controls the sun's angle from north.
OBSCUREDOLOR	257	Specifies the color for obscured lines.
OBSCUREDLTTYPE	0	Specifies the linetype for obscured lines.
OLEFRAME	2	Controls whether frames are displayed and plotted on all OLE objects in a drawing.
OLESTARTUP	0	Controls loading of the source application of an embedded OLE object when plotting.
ORTHOMODE	0	Toggles orthogonal drawing control.
PDFFRAME	2	Specifies the visibility of the PDF underlay frame.
PDMODE	0	Controls the display mode of point objects.
PDSIZE	0.0000	Controls the display size of point objects.
PELLIPSE	0	Controls the object type created with ELLIPSE .
PERSPECTIVE	varies	Controls the perspective view.
PLINEGEN	0	Toggles linetype generation along a polyline.
PLINEWID	0.0000	Sets the current polyline width value.
PREVIEWTYPE	0	Determines the view used for the drawing thumbnail.
PROJECTNAME	""	Assigns a project name to the current drawing.
PROXYGRAPHICS	1	Determines whether images of proxy objects are saved in the drawing.
PSLTSCALE	1	Sets the paper space linetype scale factor.
PSOLHEIGHT	4 (imperial); 80 (metric)	Determines the default height of objects created by POLYSOLID .
PSOLWIDTH	0.25 (imperial); 5 (metric)	Determines the default width of objects created by POLYSOLID .
PSTYLEMODE		Displays the current plot style mode.
PSVPSCALE	0	Controls the view scale factor used for new viewports.
PUCSBASE	""	Specifies the base UCS that defines the origin and orientation of orthographic UCS settings in paper space.
QCSTATE	varies	Controls the display of QuickCalc .
QTEXTMODE	0	Toggles Quick Text display mode.
REGENMODE	1	Toggles automatic drawing regeneration.
SHADEDGE	3	Controls edge shading during rendering.
SHADEDIF	70	Sets ratio of diffuse reflective light to ambient light.
SHADOWPLANELOCATION	0	Determines a shadow's invisible ground plane.
SHOWHIST	1	Determines a solid's Show History property.
SKETCHINC	0.1000	Sets the current SKETCH record increment value.
SKPOLY	0	Toggles creation of polyline objects by SKETCH .

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Variable Name	Default Value	Description
SNAPANG	0	Controls the snap/grid rotation angle in the current viewport.
SNAPBASE	0.0000, 0.0000	Controls the snap/grid origin point in the current viewport.
SNAPISOPAIR	0	Determines the isometric plane for current viewport.
SNAPMODE	0	Toggles the snap mode.
SNAPSTYL	0	Controls the snap style in the current viewport.
SNAPUNIT	0.5000, 0.5000	Controls snap spacing for the current viewport.
SOLIDHIST	1	Sets an object's History property.
SPLFRAME	0	Toggles the display of frames for spline-fit polylines.
SPLINESEGS	8	Controls the number of segments generated for a spline-fit polyline.
SPLINETYPE	6	Determines the type of splines generated by PEDIT .
STEPsize	6.0000	Controls step size in drawing units in walk or fly mode.
STEPSPERSEC	2	Controls the number of steps per second in walk or fly mode.
SUNSTATUS	1	Turns light from the sun on or off.
SURFTAB1	6	Determines the number of tabulations generated for RULESURF and TABSURF , and mesh density in the <i>M</i> direction for REVSURF and EDGESURF .
SURFTAB2	6	Determines mesh density in the <i>N</i> direction for REVSURF and EDGESURF .
SURFTYPE	6	Determines the type of surface fitting performed by PEDIT Smooth .
SURFU	6	Controls surface density for PEDIT Smooth in the <i>M</i> direction.
SURFV	6	Controls surface density for PEDIT Smooth in the <i>N</i> direction.
TARGET		Location of target point in current viewport.
TDCREATE		Local time and date the current drawing was created.
TDINDWG		Total editing time for the current drawing.
TDUCREATE		Universal time and date the current drawing was created.
TDUPDATE		Local time and date of the last update and save.
TDUSRTIMER		User time elapsed.
TDUUPDATE		Universal time and date of the last update and save.

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Variable Name	Default Value	Description
TEXTSIZE	0.2000 (imperial); 2.500 (metric)	Default height of text drawn in current style.
TEXTSTYLE	STANDARD	Current text style name.
THICKNESS	0.0000	Current 3D solid thickness.
TILEMODE	1	Sets the model tab or last layout tab current.
TIMEZONE	-8000	Controls the time zone for the sun in drawings.
TRACEWID	0.0500	Controls the width of TRACE objects.
TREEDEPTH	3020	Determines the maximum number of branches for the tree-structured spatial index.
TSTACKALIGN	1	Sets the vertical justification of stacked text.
TSTACKSIZE	70	Determines the stacked text character height, expressed as a percentage of the text's current height.
UCSBASE	WORLD	Determines the UCS that defines the origin and orientation of orthographic UCS settings.
UCSDETECT	1	Turns dynamic UCS acquisition on or off.
UCSFOLLOW	0	Toggles automatic change to plan view of current UCS.
UCSICON	3	Controls the display of the UCS icon.
UCSNAME		Displays the name of the current UCS for the current space.
UCSORG		Displays the origin point for the current UCS for the current space.
UCSVP	1	Controls the independence of UCS settings in active viewports in relation to the UCS of the current viewport.
UCSXDIR		Displays the X direction for the current UCS for the current space.
UCSYDIR		Displays the Y direction for the current UCS for the current space.
UNITMODE	0	Specifies the units display format.
UPDATETHUMBNAIL	15	Controls updating of the thumbnail preview in the Sheet Set Manager.
USERI1-5	0	USERI1 , USERI2 , USERI3 , USERI4 , and USERI5 are used for storage and retrieval of integer values.
USERR1-5	0.0000	USERR1 , USERR2 , USERR3 , USERR4 , and USERR5 are used for storage and retrieval of real numbers.
VIEWCTR		Center point location for current view in current viewport.
VIEWDIR		Viewing direction of the current view in current viewport.
VIEWMODE		Current viewing mode for the current viewport.

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Variable Name	Default Value	Description
VIEWSIZE	<i>GS</i>	Height of the current view in the current viewport.
VIEWTWIST	<i>GS</i>	View twist angle for current viewport.
VISRETAIN	1	Controls visibility of layers in xref files.
VPLAYEROVERRIDES	<i>GS</i>	Displays any layers with property overrides in the current viewport.
VSBACKGROUNDS	1	Turns backgrounds on or off.
VSEDFECOLOR	7	Sets edge color in a viewport.
VSEDFEJITTER	-2	Determines look of pencil sketch for lines.
VSEDFEOVERHANG	-6	Controls how lines extend beyond intersections.
VSEDFES	1	Displays different edges in the viewport.
VSEDFESMOOTH	1	Controls angle of display of crease edges.
VSFACECOLORMODE	0	Determines calculation of face color.
VSFACESHIGHLIGHT	-30	Determines highlight display on faces without materials.
VSFACEOPACITY	-60	Changes face transparency.
VSFACESTYLE	1	Controls face display.
VSHALOGAP	0	Controls halo gap of a visual style.
VSINTERSECTIONCOLOR	7	Determines color of intersection polylines.
VSINTERSECTIONEDGES	0	Turns intersection edges on or off.
VSINTERSECTIONNLTYPE	1	Changes linetypes for intersection lines.
VISOONTOP	0	Turns display of isolines on shaded objects on or off.
VSLIGHTINGQUALITY	1	Changes lighting quality in a viewport.
VSMATERIALMODE	0	Controls display of materials and textures.
VSMAX	<i>GS</i>	Upper-right corner of the current viewport virtual screen.
VSMIN	<i>GS</i>	Lower-left corner of the current viewport virtual screen.
VSMONOCOLOR	255,255,255	Changes display color for faces in monochrome.
VSOBSCURECOLOR	BYENTITY	Controls color of obscured lines.
VSOBSCUREDEDFES	1	Turns display of hidden edges on or off.
VSOBSCUREDFELTYPE	1	Changes linetype of obscured lines.
VSSHADOWS	0	Controls shadow display in visual styles.
VSSILHEDGES	0	Changes display of silhouette edges on solid objects.
VSSILHWIDTH	5	Controls pixel width of silhouette edges.
WORLDVIEW	1	Controls automatic change of UCS for DVIEW and VPOINT .
XCLIPFRAME	0	Controls visibility of xref clipping boundaries.
XEDIT	1	Controls the reference editing capability of the current drawing when it is referenced by another drawing.

Variables Saved in the Registry

The following listing shows the AutoCAD system variables that are saved with the AutoCAD configuration. These variables are not associated with, or saved in, the drawing file. The values will be the same in the next drawing session as they are when you leave the current drawing. The default values shown here represent the values existing prior to AutoCAD's initial configuration. The  symbol indicates that the variable is read-only.

Variable Name	Default Value	Description
3DSELECTIONMODE	0	Controls the order of selection when objects overlap.
ACADLSPASDOC	0	Controls whether the acad.lsp file is loaded into every drawing, or just the first one opened in a single session.
ACTPATH	""	Specifies paths to search for action macro playback.
ACTRECPATH	path name	Specifies the storage location for new action macros.
ACTUI	6	Controls the appearance and behavior of the Action Recorder panel during macro use.
ANNOAUTOSCALE	-4	Automatically updates annotative objects to the current annotation scale.
APBOX	0	Turns the AutoSnap aperture box on or off.
APERTURE	10	Sets object snap target aperture height.
ATTDIA	0	Controls use of the command line or dialog box when using the INSERT tool.
ATTIPE	0	Controls editing of multiline attributes.
ATTMULTI	1	Allows creation of multiline attributes.
ATTREQ	1	Specifies whether AutoCAD uses attribute defaults or requests values from the user.
AUDITCTL	0	Toggles the creation of an audit report (ADT) file.
AUTODWFPUBLISH	0	Turns on the AutoPublish feature.
AUTOSNAP	63	Controls display of the AutoSnap marker, tooltip, and magnet.
BACKGROUNDPLOT	2	Controls background plotting.
BACTIONBARMODE	1	Shows whether action bars or action objects (legacy) are displayed in the Block Editor .
BACTIONCOLOR	7	Sets the text color of actions in the Block Editor .
BDEPENDENCYHIGHLIGHT	1	Controls highlighting of dependent objects when a parameter, action, or grip is selected in the Block Editor .

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Variable Name	Default Value	Description
BGRIPOBJCOLOR	141	Controls the color of grips in the Block Editor .
BGRIPOBJSIZE	8	Controls the display size of custom grips in the Block Editor .
BLIPMODE	0	Controls the display of marker blips.
BLOCKEDITLOCK	0	Prohibits opening and editing of dynamic block definitions.
BPARAMETERCOLOR	7	Controls the color of parameters in the Block Editor .
BPARAMETERFONT	Simplex.shx	Specifies the font used for parameters and actions in the Block Editor .
BPARAMETERSIZE	12	Specifies the size of parameter text and features in the Block Editor .
BTMARKDISPLAY	1	Controls the display of value set markers for dynamic block references.
CALCINPUT	1	Controls the evaluation of mathematical expressions and global constants in text and numeric entry boxes of windows and dialog boxes.
CAPTURETHUMBNAI	1	Controls whether thumbnails are captured for the REWIND tool.
CCONSTRAINTFORM	0	Toggles annotational and dynamic constraints when the DIMCONSTRAINT tool is used.
CENTERMT	0	Controls how grips are used to stretch multiline text in Center justification mode.
CMDDIA	1	Enables or disables dialog boxes for a variety of tools.
CMDINPUTHISTORYMAX	20	Maximum number of previous input values stored for a prompt in a tool.
CONSTRAINTNAMEFORMAT	0	Sets the text format for dimensional constraints.
CONSTRAINTSOLVEMODE	3	Controls behavior of constraints during constraint application and editing.
COORDS	1	Controls dynamic coordinate updating.
COPYMODE	0	Makes the COPY tool automatically repeat.
CPROFILE		Specifies the current profile.
CROSSINGAREACOLOR	3 (green)	Specifies the color of the selection area during crossing selection.
CURSORSIZE	5	Controls the size of the screen cursor crosshairs as a percentage of the full screen size.
DATALINKNOTIFY	2	Controls the display of alert boxes for missing data link information.

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Variable Name	Default Value	Description
DBLCLKEDIT	1	Enables double-clicking in the drawing area.
DCTCUST	path name	Controls the current custom dictionary file name and path.
DCTMAIN	varies by country	Specifies the main dictionary file name.
DEFLPLSTYLE	varies	Controls the default plot style for new layers.
DEFPLSTYLE		Controls the default plot style for new objects.
DELOBJ	1	Controls deletion of objects used to create other objects.
DEMANDLOAD	3	Specifies if and when AutoCAD demand loads a third-party application (if the drawing contains custom objects created in that application).
DGNIMPORTMAX	10000000	Places a limit on the number of elements translated from a DGN file during import.
DGNMAPPINGPATH	path name	Specifies the location of the DGN mapping setup file.
DGNOSNAP	1	Turns object snap on or off in DGN underlays.
DRAGMODE	2	Controls display of object dragging.
DRAGP1	10	Sets the sampling rate for regen-drag input.
DRAGP2	25	Sets the fast-drag input sampling rate.
DTEXTED	2	Controls the user interface for editing single-line text.
DWFOSNAP	1	Controls object snap for attached DWF underlays.
DWGCHECK	1	Indicates whether a drawing has a problem or was last edited using an application other than AutoCAD.
DYNCONSTRAINTDISPLAY	1	Toggles display of dynamic constraints on and off.
DYNCONSTRAINTMODE	1	Toggles the display of dimensional constraints when constrained objects are selected.
DYNDIGRIP	31	Controls display of dynamic dimensions during grip stretch editing.
DYNDIVIS	1	The number of dynamic dimensions displayed while grip stretch editing.
DYNMODE	3	Turns dynamic input features on and off.
DYNPICCOORDS	0	Determines relative or absolute format for coordinates used in pointer input.
DYNPIFORMAT	0	Determines polar or Cartesian format for coordinates used in pointer input.
DYNPIVIS	1	Controls when pointer input is displayed.

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Variable Name	Default Value	Description
DYNPROMPT	1	Sets the display of prompts in dynamic input tooltips.
DYNTOOLTIPS	1	Specifies which tooltips are affected by tooltip appearance settings.
EDGEMODE	0	Determines how cutting and boundary edges are determined for TRIM and EXTEND .
ENTERPRISEMENU	“.”	Displays the name of the current enterprise CUI file.
FIELDSDISPLAY	1	Determines whether fields are displayed with gray background.
FILEDIA	1	Enables or disables file dialog boxes.
FONTALT	simplex.shx	Specifies the font file to be used when the specified file is not found.
FONTMAP	acad.fmp	Specifies the font mapping file to be used when the specified file is not found.
FULLPLOTPATH	1	Determines whether the full path of the drawing file is sent to the plot spooler.
GRIPBLOCK	0	Controls the assignment of grips within block objects.
GRIPCOLOR	150	Sets the color of nonselected grips.
GRIPDYNCOLOR	140	Sets the color of custom grips for dynamic blocks.
GRIPHOT	12	Sets the color of selected grips.
GRIPHOVER	11	Controls the fill color of a grip when the cursor pauses over it.
GRIPOBJLIMIT	100	Suppresses the display of grips when the initial selection set includes more than the specified number of objects.
GRIPS	1	Toggles availability of grip editing modes.
GRIPSIZE	5	Controls the size of the grip box in pixels.
GRIPTIPS	1	Controls the display of grip tips.
GTAUTO	1	Controls the display of grip tools in 3D visual style.
GTDEFAULT	0	Controls the behavior of the MOVE and ROTATE tools in 3D views.
GTLOCATION	0	Controls where grips are located before using 3DMODE or 3DROTATE .
HPASSOC	1	Controls whether hatch patterns and gradient fills are associative.
HPGAPTOL	0	Treats objects that almost enclose an area as if they were hatch boundaries.
HPMAXLINES	1000000	Sets the maximum number of hatch lines.

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Variable Name	Default Value	Description
HPOBJWARNING	10000	Determines the number of hatch boundary objects the user can select before a warning message is displayed.
HPORIGINMODE	0	Determines the default hatch origin point.
HPSEPARATE	0	Creates a single hatch object or separate hatch objects when using several closed boundaries.
IMAGEHLT	0	Controls the highlighting level for raster images.
IMPLIEDFACE	1	Determines whether implied faces can be detected.
INETLOCATION	http://www.autodesk.com	Specifies the Internet location used by BROWSER .
INPUTHISTORYMODE	15	Determines content and location of the display of a history of user input.
INSUNITSDEFSOURCE	1	Specifies drawing units for source content that is inserted into the current drawing.
INSUNITSDEFTARGET	1	Specifies drawing units to be used in the current drawing when inserting content.
INTELLIGENTUPDATE	20	Sets the graphics refresh rate.
ISAVEBAK	1	Controls creation of a BAK file when a drawing is saved.
ISAVEPERCENT	50	Determines the amount of wasted space allowed in a drawing.
LARGEOBJECTSUPPORT	0	Controls support for large object size when drawings are opened and saved.
LAYERDLGMODE	1	Toggles modal (traditional) and modeless format of the Layer Properties Manager .
LAYERFILTERALERT	2	Purges layer filters to improve performance.
LAYLOCKFADECTL	50	Dims the display of objects on locked layers.
LAYOUTREGENCTL	2	Specifies how the display list is updated for model and layout tabs.
LEGACYCTRLPICK	0	Controls selection cycling and [Ctrl] key behavior.
LOCALROOTPREFIX		Displays the path to the root folder where local customizable files were installed.
LOCKUI	0	Locks the position and size of toolbars and palettes.
LOGFILEMODE	0	Specifies whether text window contents are written to a log file.
LOGFILEPATH	varies	Path used for the log files created for all drawings in a single session.
LWDEFAULT	25	Sets the default lineweight value.

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Variable Name	Default Value	Description
LWUNITS	1	Determines the units for lineweight display.
MAXSORT	1000	Controls the maximum number of symbol or block names sorted by listing tools.
MBUTTONPAN	1	Provides support for the third button or wheel on a pointing device.
MEASUREINIT	varies by country	Sets initial drawing units as English or metric.
MENUBAR	0	Displays or hides the menu bar.
MENUCTL	1	Toggles screen menu switching in response to commands.
MENUNAME		Displays the currently loaded menu file name and path.
MLEADERSCALE	1	Controls the overall scale factor for multileaders.
MTEXTED	Internal	Determines the text editor used to edit MTEXT objects.
MTEXTFIXED	2	Controls the appearance of the multiline text editor.
MTJIGSTRING	abc	Sets the content of the sample text displayed at the cursor location when the MTEXT command is started.
MYDOCUMENTSPREFIX	path name	Displays the full path to the My Documents folder for the user currently logged-on.
NAVSWHEELMODE	0	Determines SteeringWheels mode.
NAVSWHEELOPACITYBIG	50	Sets the opacity of the big SteeringWheels .
NAVSWHEELOPACITYMINI	50	Sets the opacity of the mini SteeringWheels .
NAVSWHEELSIZEBIG	1	Determines the size of the big SteeringWheels .
NAVSWHEELSIZEMINI	1	Determines the size of the mini SteeringWheels .
NAVVCUBELOCATION	0	Determines the corner of the viewport where the ViewCube is displayed.
NAVVCUBEOPACITY	50	Sets the opacity of the ViewCube .
NAVVCUBEORIENT	1	Determines whether the ViewCube reflects the current UCS.
NAVVCUBESIZE	1	Determines the size of the ViewCube .
OFFSETGAPTYPE	0	Specifies how polylines are offset when a gap is created by the offset value.
OLEHIDE	0	Controls the display of OLE objects in AutoCAD.

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Variable Name	Default Value	Description
OLEQUALITY	3	Controls the default quality level for embedded OLE objects.
OPENPARTIAL	1	Determines whether a drawing can be modified before it is fully open.
OSMODE	4133	Controls running object snap modes.
OSNAPCOORD	2	Controls whether typed coordinates override object snap settings.
OSNAPNODELEGACY	0	Controls the Node snap mode for multiline text.
OSOPTIONS	3	Controls object snaps on hatch objects and objects with negative Z values.
PALETTEOPAQUE	0	Controls whether windows can be made transparent. When transparency is unavailable or turned off, all palettes are opaque.
PAPERUPDATE	0	Controls display of a warning during plotting when the specified paper size differs from the default used by the plotter.
PEDITACCEPT	0	Suppresses display of the Object Selected Is Not a Polyline prompt in PEDIT .
PERSPECTIVECLIP	5	Controls the percentage of eyepoint clipping.
PICKADD	1	Toggles additive selection of objects.
PICKAUTO	1	Toggles automatic windowing during selection process.
PICKBOX	3	Controls object selection pick box height in pixels.
PICKDRAG	0	Controls the selection window drawing method.
PICKFIRST	1	Controls the object selection and command entry sequence.
PICKSTYLE	1	Controls group and associative hatch selection.
PLINECONVERTMODE	0	Toggles the fit method for converting splines to polylines between linear and arc segments.
PLINETYPE	2	Specifies whether AutoCAD uses optimized polylines.
PLOTOFFSET	0	Determines whether plot offset is relative to the printable area or to the edge of the paper.
PLOTROTMODE	2	Determines the orientation of plots.
PLQUIET	0	Controls display of plot-related dialog boxes and nonfatal errors resulting from batch plotting and scripts.

(Continued)

Variable Name	Default Value	Description
POLARADDANG	""	Stores user-defined polar angles for AutoTracking.
POLARANG	90	Specifies the polar tracking angle increment value.
POLARDIST	0.0000	Specifies the snap increment used with polar snap.
POLARMODE	0	Specifies control settings for polar and object snap tracking.
PREVIEWEFFECT	2	Sets the effects used for previewing objects.
PREVIEWFILTER	7	Excludes object types from previewing.
PROJMODE	1	Controls the projection mode for TRIM and EXTEND .
PROXYNOTICE	1	Controls display of a notice when a proxy object is created.
PROXYSHOW	1	Controls display of proxy objects.
PROXYWEBSEARCH	0	Specifies how AutoCAD checks for object enablers.
PSTYLEPOLICY	1	Controls the association between the color property of an object and its plot style.
PUBLISHALLSHEETS	1	Controls the method of populating the Publish dialog box list.
PUBLISHCOLLATE	1	Determines whether sheets are published as a single job.
PUBLISHHATCH	1	Determines whether hatch patterns published to DWF or DWFx are treated as a single object in AutoCAD Impression.
QPLOCATION	0	Controls the location of the Quick Properties panel.
QPMODE	1	Controls display of the Quick Properties panel.
QVDRAWINGPIN	0	Determines the default display state of preview images of drawings.
QVLAYOUTPIN	0	Determines the default display state of preview images in model space and layouts.
RASTERDPI	300	Controls paper size and plot scaling in dots per inch.
RASTERPERCENT	20	Determines the maximum percentage of available virtual memory allowed for plotting a raster image.
RASTERPREVIEW	1	Toggles whether a BMP preview image is saved with a drawing.
RASTERTHRESHOLD	20	Determines the raster threshold for plotting.

(Continued)

Variable Name	Default Value	Description
RECOVERYMODE	2	Determines whether drawing recovery information is recorded after a system failure.
REMEMBERFOLDERS	1	Sets default path in standard file selection dialog boxes.
RENDERUSERLIGHTS	1	Determines whether user lights are rendered.
REPORTERROR	1	Determines whether an error report can be sent to Autodesk if AutoCAD closes unexpectedly.
ROAMABLEROOTPREFIX		Displays the full path to the root folder where roamable customizable files were installed.
ROLLOVERTIPS	1	Determines whether tooltips are displayed when the cursor rolls over an object.
RTDISPLAY	1	Controls the display of raster objects during realtime zooming or panning.
SAVEFIDELITY	1	Controls visual fidelity when saving drawings.
SAVEFILE		Displays the current automatic save file name.
SAVEFILEPATH	path name	Displays the folder path used for all automatic save files in the current drawing session.
SAVETIME	10	Determines the automatic save interval in minutes.
SELECTIONANNODISPLAY	1	Controls display of alternate scale representations.
SELECTIONAREA	1	Determines the display of effects for selection areas.
SELECTIONAREAOPACITY	25	Determines the transparency of a selection area.
SELECTIONPREVIEW	3	Determines whether objects are highlighted when the pickbox cursor rolls over them.
SETBYLAYERMODE	127	Determines which properties are selected for SETBYLAYER .
SHORTCUTMENU	11	Controls the availability of shortcut menus in the Default , Edit , and Command modes.
SHOWLAYERUSAGE	0	Determines whether the Layer Properties Manager displays icons to show which layers are in use.
SHOWMOTIONPIN	1	Determines whether thumbnails are displayed in a pinned or unpinned state.

(Continued)

Variable Name	Default Value	Description
SIGWARN	1	Controls whether a warning is presented when a file with an attached digital signature is opened.
SNAPTYPE	0	Defines the snap style for the current viewport.
SORTENTS	127	Determines draw order for object sorting.
SSMPOLLTIME	60	Sets the time interval between automatic refreshes of the status data in a sheet set.
SSMSHEETSTATUS	2	Controls refreshment of the status data in a sheet set.
STANDARDSVIOLATION	2	Specifies whether a user is notified of standards violations that exist in the current drawing when a nonstandard object is created or modified.
STARTUP	0	Determines whether the Startup dialog box is displayed when the application is started.
STATUSBAR	1	Toggles the display of the application status bar and drawing status bars.
TABLEINDICATOR	1	Toggles on and off the display of row numbers and column letters when a table is being edited.
TABLETOOLBAR	2	Controls whether the Table toolbar is displayed.
TBCUSTOMIZE	1	Controls whether toolbars can be customized.
TEMPOVERRIDES	1	Controls temporary override keys.
TEXTFILL	1	Controls fill for TrueType fonts.
TEXTOUTPUTFILEFORMAT	0	Controls whether text window and plot files use ANSI or Unicode format.
THUMBSIZE	1	Controls the maximum size for thumbnail previews, in pixels.
TOOLTIPMERGE	0	Makes drafting tooltips into a single tooltip.
TOOLTIPS	1	Toggles display of toolbar tooltips.
TRACKPATH	0	Controls the display of AutoTracking alignment paths.
TRAYICONS	1	Controls whether a tray is displayed on the status bar.
TRAYNOTIFY	1	Controls whether service notifications are displayed in the status bar tray.
TRAYTIMEOUT	0	Controls the length of time (in seconds) that service notifications are displayed.
TREEMAX	10000000	Limits the maximum number of nodes in spatial index tree.

(Continued)

Variable Name	Default Value	Description
TRIMMODE	1	Controls object trimming for FILLET and CHAMFER .
TSPACETYPE	1	Specifies the line spacing used for multiline text.
UCSAXISANG	90	Controls the default angle used when a UCS is rotated around one of its axes.
UCSORTHO	1	Specifies whether the related orthographic UCS setting is restored when an orthographic view is restored.
UCSVIEW	1	Specifies whether the current UCS is saved when a named view is created.
VPLAYEROVERRIDESMODE	1	Controls the display and plotting of layer property overrides.
VTDURATION	750	Controls duration of a smooth view transition.
VTENABLE	3	Controls use of smooth view transitions.
VTFPS	7	Determines the minimum speed of a smooth view transition.
WHIPARC	0	Controls the smoothness of circles and arcs.
WHIPTHREAD	1	Determines which operations use multithread processing.
WINDOWAREACOLOR	5 (blue)	Specifies the color of the transparent selection area.
XFADECTL	50	Controls the fading level for nonselected objects during reference editing.
XLOADCTL	2	Controls xref demand loading.
XLOADPATH	""	Path for storage of temporary copies of demand-loaded xref files.
XDWGFADCTL	70	Controls the dimming of DWG xref objects.
XREFCTL	0	Controls creation of external reference log (XLG) files.
XREFNOTIFY	2	Controls the notification for updated or missing xrefs.
XREFTYPE	0	Controls the default reference type when attaching or overlaying an external reference.
ZOOMFACTOR	60	Controls the incremental change that occurs when zooming backward or forward with the IntelliMouse wheel.
ZOOMWHEEL	0	Toggles zoom operation direction when using the IntelliMouse wheel.

Variables Saved in User Settings

The following listing shows the AutoCAD system variables that are saved in the User Settings folder. Files such as templates, textures, and plot styles are also saved in this folder. The User Settings folder can be found from the root folder in the Documents and Settings folder. These variables are not associated with, or saved in, the drawing file. The values will be the same in the next drawing session as they are when you leave the current drawing. The default values shown here represent the values existing prior to AutoCAD's initial configuration. The  symbol indicates that the variable is read-only.

Saved in User Settings	Default Value	Description
DIVMESHBOXHEIGHT	3	Specifies the number of subdivisions along the Z axis of a mesh box.
DIVMESHBOXLENGTH	3	Specifies the number of subdivisions along the X axis of a mesh box.
DIVMESHBOXWIDTH	1	Specifies the number of subdivisions along the Y axis of a mesh box.
DIVMESHCONEAIS	8	Specifies the number of subdivisions around the perimeter of the base of a mesh cone.
DIVMESHCONEBASE	3	Specifies the number of subdivisions between the center point of a mesh cone base and its perimeter.
DIVMESHCONEHEIGHT	3	Specifies the number of subdivisions between the base of a mesh cone and its point or top.
DIVMESHCYLAXIS	8	Specifies the number of subdivisions around the perimeter of the base of a mesh cylinder.
DIVMESHCYLBASE	3	Specifies the number of subdivisions between the center point of a mesh cylinder base and its perimeter.
DIVMESHCYLHEIGHT	3	Specifies the number of subdivisions between base of a mesh cylinder and the top of the cylinder.
DIVMESHPYRBASE	3	Specifies the number of radial subdivisions between the center point of the base of a mesh pyramid and its perimeter.
DIVMESHPYRHEIGHT	3	Specifies the number of subdivisions between base of a mesh pyramid and the top of the pyramid.
DIVMESHPYRLENGTH	3	Specifies the number of subdivisions along each dimension of the base of a mesh pyramid.
DIVMESHSPHEREAXIS	12	Specifies the number of subdivisions between the axis endpoints of a mesh sphere.
DIVMESHSPHEREHEIGHT	6	Specifies the number of subdivisions between the two axis endpoints of a mesh sphere.
DIVMESHTORUSPATH	8	Specifies the number of subdivisions in the path swept by the profile of a mesh torus.
DIVMESHTORUSSECTION	8	Specifies the number of subdivisions in the profile that sweeps the path of a mesh torus.

(Continued)

Saved in User Settings	Default Value	Description
DIVMESHWEDGEBASE	3	Specifies the number of subdivisions between the midpoint of a mesh wedge and the perimeter of its triangular dimension.
DIVMESHWEDGEHEIGHT	3	Specifies the number of subdivisions for a mesh wedge along the Z axis.
DIVMESHWEDGELENGTH	4	Specifies the number of subdivisions for a mesh wedge along the X axis.
DIVMESHWEDGESLOPE	3	Specifies the number of subdivisions in the slope that extends from the apex of the wedge to the edge of the base.
DIVMESHWEDGEWIDTH	3	Specifies the number of subdivisions in the mesh wedge along the Y axis.
FACETERDEVNORMAL	40	Specifies the maximum angle between the surface normal and contiguous mesh faces in objects converted using the MESHSMOOTH tool.
FACETERDEVSURFACE	0.001	Specifies how closely an object converted using the MESHSMOOTH tool adheres to the original shape of a solid or surface.
FACETERGRIDRATIO	0	Specifies the maximum for the mesh subdivisions created for solids and surfaces converted using the MESHSMOOTH tool.
FACETERMAXEDGELENGTH	0	Specifies the maximum length of edges for objects converted using the MESHSMOOTH tool.
FACETERMAXGRID	4096	Specifies the maximum number of U and V grid lines for objects converted using the MESHSMOOTH tool.
FACETERMESHTYPE	0	Specifies whether a mesh created with the MESHSMOOTH tool has mostly quadrilateral faces, mostly triangular faces, or an optimized mesh type.
FACETERMINUGRID	0	Specifies the minimum number of U grid lines for objects converted using the MESHSMOOTH tool.
FACETERMINVGRID	0	Specifies the minimum number of V grid lines for objects converted using the MESHSMOOTH tool.
FACETERPRIMITIVEMODE	1	Determines whether smoothness settings of objects converted using the MESHSMOOTH tool are derived from the Mesh Tessellation Options dialog box or the Mesh Primitive Options dialog box.
FACETERSMOOTHLEV	1	Specifies the default level of smoothness for objects converted using the MESHSMOOTH tool.
GRIPSIZE MESH	3	Specifies the pixel size of grips for mesh objects.
GRIPSUBOBJMODE	1	Specifies whether edge, face, or vertex grips are active when an object is first selected.
LAYEREVALCTL	1	Controls the unreconciled new layer filter list.
MTEXTTOOLBAR	2	Determines whether the Text Formatting toolbar is displayed.

(Continued)

Saved in User Settings	Default Value	Description
SMOOTHMESHCONVERT	0	Sets the default smoothness for objects created using the CONVTOSOLID and CONVTOSURFACE tools.
SMOOTHMESHGRID	3	Specifies the maximum smoothness level at which an underlying mesh facet grid is displayed on 3D mesh objects.
SMOOTHMESHMAXFACE	varies	Specifies the maximum number of faces for mesh objects.
SMOOTHMESHMAXLEV	6	Specifies the maximum smoothness level, from 1 to 255, for mesh objects.
SSLOCATE	1	Determines whether AutoCAD tries to locate and open a sheet set associated with a drawing when the drawing is opened.
SSAUTOOPEN	1	Determines whether AutoCAD displays the Sheet Set Manager when a drawing associated with a sheet is opened.
VPROTATEASSOC	1	Specifies whether the view in a viewport rotates when the viewport is rotated.

Variables Not Saved

The following listing shows the AutoCAD system variables that are not saved when different values are assigned. These variables revert to default values when you open an existing drawing or start a new one. Many of these variables are read-only and store information specific to the drawing or operating system. Others are used to change standard features of AutoCAD, and are restored to default values in subsequent editing sessions to avoid unexpected results in common drafting procedures. Many of the variables listed here are commonly referenced or set when customizing. The  symbol indicates that the variable is read-only.

Variable Name	Default Value	Description
ACADPREFIX		Displays the current support directory search path.
ACADVER		Displays the current AutoCAD version number, including patch level.
ACISOUTVER	70	Controls the version of files created using the ACISOUT tool.
ACTRECORDERSTATE		Displays the current state of the Action Recorder .
ADCSTATE		Determines whether DesignCenter is active or not.
AFLAGS	16	Current attribute flags settings.

(Continued)

Variable Name	Default Value	Description
APSTATE		Controls whether the Block Authoring Palettes window is open in Block Editor .
AREA		Displays the last area calculated by the AREA tool.
BCONSTATUSMODE	0	Toggles constraint display on and off. Also shades objects based on constraint level.
BINDTYPE	0	Controls naming of xrefs when they are bound or edited in place.
BLOCKEDITOR		Shows whether or not the Block Editor is open.
BVMODE	0	Controls how objects are displayed in the Block Editor .
CDATE		Presents the current date and time as a real number.
CHAMMODE	0	Controls the current chamfer method.
CIRCLERAD	0.0000	Specifies the default circle radius value.
CLEANSCREENSTATE		Controls whether the Clean Screen state is on.
CLISTATE		Stores a value that indicates whether the Command line is hidden or displayed.
CMDACTIVE		Indicates what type of tool is active.
CMDECHO	1	Controls echo of prompts and tool names during the AutoLISP (command) function.
CMDNAMES		Name of the currently active tool(s).
COMPASS	0	Controls visibility of 3D compass in current viewport.
CONSTRAINTBARMODE	4031	Controls geometric constraint display on constraint bars.
CONSTRAINTRELAX	0	In scripts and action macros, toggles enforcement and relaxation of constraints and actions.
DATE		Displays the current Julian date, with the time represented as a fraction in a real number.
DBCSTATE	0	Stores the state of the dbConnect Manager .
DBMOD		Displays the drawing modification status.
DEFAULTGIZMO	0	During subobject selection, sets 3DMove , 3DRotate , or 3DScale as the default.
DIASTAT		Controls the exit method of the last dialog box session.
DISTANCE		Displays the last distance calculated by DIST .
DONUTID	0.5000	Controls the default inside diameter for donuts.
DONUTOD	1	Controls the default outside diameter for donuts.

(Continued)

Variable Name	Default Value	Description
DRSTATE		Shows whether the Drawing Recovery window is active.
DWGCODEPAGE		Same as SYSCODEPAGE value.
DWGNAME		Displays the name of the current drawing.
DWGPREFIX		Displays the directory path for the current drawing.
DWGTITLED		Shows whether the current drawing has been named.
ERRNO	0	Displays number of the appropriate error code when an AutoLISP function call causes an error that AutoCAD detects.
ERSTATE		Indicates whether the External References palette is active.
EXPERT	0	Specifies the suppression level of warnings and double-check prompts.
EXPLMODE	1	Controls EXPLODE behavior for nonuniformly scaled blocks.
FACETRATIO	0	Specifies the faceting aspect ratio for cylindrical and conic solids.
FULLOPEN		Specifies whether the current drawing is fully or partially open.
HIDEPRECISION	0	Controls the precision of hiding and shading operations.
HIGHLIGHT	1	Toggles highlighting of selected objects.
HPANG	0	Controls the hatch pattern angle.
HPBOUND	1	Sets the object type created by BHATCH and BOUNDARY .
HPDOUBLE	0	Toggles double hatching for user-defined patterns.
HPDRAWORDER	3	Controls draw order of hatches and fills.
HPNAME	ANSI31	Determines the default hatch pattern.
HPSCALE	1.0000	Sets the default hatch pattern scale.
HPSPACE	1.0000	Sets the hatch pattern line spacing for user-defined patterns.
INSNAME	""	Controls the default block name for INSERT .
LASTANGLE		Displays the end angle of the last arc angle entered or drawn.
LASTPOINT	0.0000,0.0000,0.0000	Displays the last entered UCS coordinates in the current space.
LASTPROMPT		Displays the last text shown at the command line, including user input.
LAYERMANAGERSTATE	varies	Indicates whether the Layer Properties Manager is open.

(Continued)

Variable Name	Default Value	Description
LIGHTLISTSTATE		Displays the current state of the Lights in Model window.
LOCALE		Displays the current locale for the drawing.
LOGINNAME		Displays the currently configured user name.
MATSTATE		Shows whether the Materials window is open.
MENUECHO	0	Controls the level of menu echo.
MODEMACRO	""	Displays a text string or text written in DIESEL on the status line.
MSMSTATE		Displays the current state of the Markup Set Manager .
NOMUTT	0	Controls the suppression of messages that are normally displayed.
OFFSETDIST	-1.0000	Determines the default offset distance value.
OPMSTATE		Shows the status of the Properties palette.
OSNAPZ	0	Controls projection of object snaps.
PERIMETER		Displays the last perimeter value calculated by AREA or LIST .
PFACEVMAX		Displays the maximum number of vertices per face.
PLATFORM		Displays the current operating system.
POLYSIDES	4	Determines the default number of sides for POLYGON .
POPUPS		Displays the support level of the current display driver.
PRODUCT		Returns the name of the product.
PROGRAM		Returns the name of the program.
REFEDITNAME		Indicates whether reference editing is active and specifies the reference file name.
RE-INIT	0	Reinitializes the digitizer, digitizer port, and acad.pgp file.
RIBBONSTATE		Displays the current state of the ribbon palette.
SAVENAME		Displays the name and path of the most recently saved drawing file.
SCREENBOXES		Displays the number of available boxes in the screen menu area.
SCREENMODE		Displays the current graphics/text state of the AutoCAD display.
SCREENSIZE		Displays the current viewport size in pixels.
SHpname	""	Sets a default shape file name.
SOLIDCHECK	1	Enables or disables solids validation for the current drawing session.

(Continued)

Variable Name	Default Value	Description
SSFOUND		Displays the sheet set path and file name if a search for a sheet set is successful.
SSMSTATE		Displays the current state of the Sheet Set Manager .
SUBOBJECTSELECTIONMODE	0	Specifies whether a face, edge, or vertex is selected with [Ctrl]+ <i>click</i> .
SUNPROPERTIESSTATE		Controls display of Sun Properties window.
SYSCODEPAGE		Displays the system code page specified by the operating system.
TABMODE	0	Enables or disables tablet mode.
TEMPPREFIX		Displays the folder name for placement of temporary files.
TEXTEVAL	0	Controls the evaluation method for text strings.
TEXTQLTY	50	Determines the resolution of text outlines for TrueType fonts.
TPSTATE		Determines whether the Tool Palettes window is active.
TSPACEFAC	1	Specifies line spacing for multiline text as a factor of the text height.
UNDOCTL		Displays the current status of the UNDO tool.
UNDOMARKS		Displays the number of UNDO marks that have been placed.
USERS1-5	""	USERS1 , USERS2 , USERS3 , USERS4 , and USERS5 are used for storage and retrieval of text string data.
VPMAXIMIZEDSTATE		Indicates whether a viewport is maximized.
VSHIDEPRECISION	0	Controls hide and shade accuracy in a visual style.
VSSTATE		Controls display of the Visual Styles window.
WMFBKGND	Off	Controls the transparency of the background display of AutoCAD objects when they are output to a Windows metafile, copied to the Clipboard, or dragged and dropped into other applications.
WMFFOREGND	Off	Assigns foreground color of objects exported as Windows metafiles.
WORLDUCS		Specifies whether the current UCS is the same as the WCS.
WRITESTAT		Controls the read-only or write status of a drawing.
WSCURRENT	varies	Displays the current workspace name.