

AutoCAD 2011 System Variables Lookup Chart

By Mark S. Schwendau *

SETVAR – Set Variables or SYSVDLG – to show System Variables Popup Screen Window

* _TOOLPALETTEPATH	<u>Varies</u> Controls the path(s) that are used for the Tool Palette Windows.
_PKSER	Stores the AutoCAD serial number.
_VERNUM	Stores the AutoCAD build version number.
3DCONVERSIONMODE	1 Used to convert material and light definitions to the current product release (0-1-2). >
3DDWFPREC	2 Controls the precision of 3D DWF or 3D DWFx publishing. (1-6)
3DOSNAP	-1 Controls the settings for the 3D object snaps.
3DSELECTIONMODE	1 Controls the selection precedence of visually overlapping objects when using 3D visual styles.
ACADLSPASDOC	0 Controls whether the acad.lsp file is loaded into every drawing or just the first drawing opened in a session.
ACADPREFIX	Stores the directory path, if any, specified by the ACAD environment variable, with path separators appended if necessary.
ACADVER	Stores the AutoCAD version number.
ACISOUTVER	70 Controls the ACIS version of SAT files created using the ACISOUT command.
ACTPATH	Specifies the additional paths to use when locating available action macros for playback.
ACTRECORDERSTATE	Specifies the current state of the Action Recorder. (0-1-2)
ACTRECPATH	<u>Varies</u> Specifies the path used to store new action macros.
ACTUI	6 Controls the behavior of the Action Recorder panel when recording and playing back macros.
ADCSTATE	Indicates whether the DesignCenter window is open or closed. For developers who need to determine status through...>
AFLAGS	1 Sets options for attributes.
ANGBASE	0.0000 Sets the base angle to 0 with respect to the current UCS.
ANGDIR	0 Sets the direction of positive angles.
ANNOALLVISIBLE	1 Hides or displays annotative objects that do not support the current annotation scale.
ANNOAUTOSCALE	-4 Updates annotative objects to support the annotation scale when the annotation scale is changed.
ANNOTATIVEDWG	0 Specifies whether or not the drawing will behave as an annotative block when inserted into another drawing.
APBOX	0 Turns the display of the AutoSnap aperture box on or off.
APERTURE	10 Sets the display size for the object snap target box, in pixels. (1-50)
APPLYGLOBALPACITIES	0 Applies transparency settings to all palettes.
APSTATE	Indicates whether the Block Authoring Palettes window in the Block Editor is open or closed.
AREA	Stores the last area computed by the AREA command.
ATTDIA	0 Controls whether the INSERT command uses a dialog box for attribute value entry.
ATTIPE	0 Controls the display of the in-place editor used to create multiline attributes.
ATTMODE	1 Controls display of attributes.
ATTMULTI	1 Controls whether multiline attributes can be created.
ATTREQ	1 Controls whether INSERT uses default attribute settings during insertion of blocks.
AUDITCTL	0 Controls whether AUDIT creates an audit report (ADT) file.
AUNITS	0 Sets units for angles.
AUPREC	0 Sets the number of decimal places for all read-only angular units displayed on the status line, etc.
AUTODWFPUBLISH	0 Stores DWF (Design Web Format) files automatically when you save or close drawing (DWG) files.
AUTOMATICPUB	0 Controls automatic file (DWF/PDF) creation when you save or close drawing (DWG) files.
AUTOSNAP	63 Controls the display of the AutoSnap marker, tooltip, and magnet.
BACKGROUNDPLOT	2 Controls whether background plotting is turned on or off for plotting and publishing.
BACKZ	Stores the back clipping plane offset from the target plane for the current viewport, in drawing units.

BACTIONBARMODE	1	Indicates whether the action bars or the legacy action objects are displayed in the Block Editor.
BACTIONCOLOR	7	Sets the text color of actions in the Block Editor. Valid values include BYLAYER, BYBLOCK, and an integer from 1 to 255.
BCONSTATUSMODE	0	Turns the constraint display status on and off and controls the shading of objects based on their constraint level.
BDPENDENCYHIGHLIGHT	1	Controls whether or not dependent objects are dependency highlighted when a parameter, action, or grip is selected in...>
BGRIPOBJCOLOR	141	Sets the color of grips in the Block Editor. Valid values include BYLAYER, BYBLOCK, and an integer from 1 to 255.
BGRIPOBJSIZE	8	Sets the display size of custom grips in the Block Editor relative to screen display. Valid values are integers from 1 to 255.
BINDTYPE	0	Controls how xref names are handled when binding xrefs or editing xrefs in place.
BLIPMODE	1	Controls whether marker blips are visible. This system variable has the same name as the BLIPMODE command.
BLOCKEDITLOCK	0	Disallows opening of the Block Editor and editing of dynamic block definitions.
BLOCKEDITOR		Indicates whether or not the Block Editor is open.
BLOCKTESTWINDOW		Indicates when the test block window is current.
BPARAMETERCOLOR	170	Sets the color of parameters in the Block Editor. Valid values include BYLAYER, BYBLOCK, and an integer from 1 to 255.
BPARAMETERFONT	Simplex.shx	Sets the font used for parameters and actions in the Block Editor.
BPARAMETERSIZE	12	Sets the size of parameter text and features in the Block Editor relative to the screen display. Valid values include an...>
BPTEXTHORIZONTAL		Forces the text displayed for action parameters and constraint parameters in the Block Editor to be horizontal.
BTMARKDISPLAY	1	Controls whether or not value set markers are displayed for dynamic block references.
BVMODE	0	Controls how objects that are made invisible for the current visibility state are displayed in the Block Editor.
CALCINPUT	1	Controls whether mathematical expressions and global constants are evaluated in text and numeric entry boxes of...>
CAMERADISPLAY	0	Turns the display of camera objects on or off.
CAMERAHEIGHT	0.0000	Specifies the default height for new camera objects.
CANNOSCALE	1:1	Sets the name of the current annotation scale for the current space.
CANNOSCALEVALUE		Returns the value of the current annotation scale.
CAPTURETHUMBNAI	1	Specifies if and when thumbnails are captured for the Rewind tool.
CBARTRANSPARENCY	50	Controls the transparency of the constraint bars.
CCONSTRAINTFORM	0	Controls whether annotational or dynamic constraints are applied to objects.
CDATE		Stores the current date and time in decimal format.
CECOLOR	BYLAYER	Sets the color of new objects. Valid values include BYLAYER, BYBLOCK, and an integer from 1 to 255.
CELTSCALE	1.0000	Sets the current object linetype scaling factor.
CELTYPE	ByLayer	Sets the linetype of new objects.
CELWEIGHT	-1	Sets the lineweight of new objects. (1-2-3)
CENTERMT	0	Controls how grips stretch multiline text that is centered horizontally.
CETRANSPARENCY	-1	Sets the transparency level for new objects.
CHAMFERA	0.0000	Sets the first chamfer distance when CHAMMODE is set to 0.
CHAMFERB	0.0000	Sets the second chamfer distance when CHAMMODE is set to 0.
CHAMFERC	0.0000	Sets the chamfer length when CHAMMODE is set to 1.
CHAMFERD	0.0000	Sets the chamfer angle when CHAMMODE is set to 1.
CHAMMODE	0	Sets the input method for CHAMFER.
CIPMODE	0	Toggles the reporting mechanism "Customer involvement program"
CIRCLERAD	0.0000	Sets the default circle radius. A zero indicates no default.
CLASSICKEYS	0	Sets shortcuts to pre-Windows AutoCAD shortcuts or Windows shortcuts.
CLAYER	0	Sets the current layer.
CLEANSCREENSTATE		Indicates whether the clean screen state is on or off.
CLISTATE		Indicates whether the command window is open or closed.
CMATERIAL	ByLayer	Sets the material of new objects. Valid values are BYLAYER, BYBLOCK, and the name of a material in the drawing.
CMDACTIVE		Indicates whether an ordinary command, transparent command, script, or dialog box is active.
CMDDIA	1	Controls the display of the In-Place Text Editor for the LEADER and QLEADER commands.

CMDECHO	1 Controls whether prompts and input are echoed during the AutoLISP command function.
CMDINPUTHISTORYMAX	20 Sets the maximum number of previous input values that are stored for a prompt in a command.
CMDNAMES	Displays the names of the active and transparent commands.
CMLEADERSTYLE	Standard Sets the name of the current multileader style.
CMLJUST	0 Specifies multiline justification. (0-1-2)
CMLSCALE	1.0000 Controls the overall width of a multiline.
CMLSTYLE	Standard Sets the multiline style that governs the appearance of the multiline.
COMPASS	0 Controls whether the 3D compass is on or off in the current viewport.
CONSTRAINTBARDISPLAY	3 Controls the display of constraint bars after you apply constraints and when you select geometrically constrained drawings.
CONSTRAINTBARMODE	4095 Controls the display of geometrical constraints on constraint bars.
CONSTRAINTINFER	0 Controls whether the geometric constraints are inferred while drawing and editing geometry.
CONSTRAINTNAMEFORM	2 Controls the text format for dimensional constraints. Controls the text format for dimensional constraints.
CONSTRAINTRELAX	Indicates whether constraints are enforced or relaxed when editing an object.
CONSTRAINTSOLVEMODE	1 Controls constraint behavior when applying or editing constraints.
COORDS	1 Controls the format and update frequency of coordinates on the status line.
COPYMODE	0 Controls whether the COPY command repeats automatically.
CPLOTSTYLE	Controls the current plot style for new objects.
CPROFILE	Displays the name of the current profile.
CROSSINGAREACOLOR	100 Controls the color of the selection area during crossing selection. (1-255)
CSHADOW	0 Sets the shadow display property for a 3D object. (0-1-2-3)
CTAB	Model Returns the name of the current (model or layout) tab in the drawing.
CTABSTYLE	Standard Sets the name of the current table style.
CULLNGOBJ	1 If they are not normal in the current view, sets whether to highlight a 3D object's faces and subobjects when you roll...>
CULLNGOBJSELECTION	0 Controls whether 3D objects that are hidden from view are highlighted when you roll over them.
CURSORSIZE	5 Determines the size of the crosshairs as a percentage of the screen size. (1-100)
CVPORT	2 Displays the identification number of the current viewport.
DATALINKNOTIFY	2 Controls the notification for updated or missing data links.
DATE	Stores the current date and time in Modified Julian Date format.
DBCSTATE	Indicates whether the dbConnect Manager is open or closed.
DBCLKEDIT	1 Controls the double click editing behavior in the drawing area.
DBMOD	Indicates the drawing modification status.
DCTCUST	<u>Varies</u> Displays the path and file name of the current custom spelling dictionary.
DCTMAIN	enu Displays the three letter keyword for the current main spelling dictionary.
DEFAULTGIZMO	0 Sets the 3D Move, 3D Rotate, or 3D Scale gizmo as the default during subobject selection.
DEFAULTLIGHTING	1 Turns on and off default lighting in place of other lighting.
DEFAULTLIGHTINGTYPE	1 Specifies the type of default lighting, old or new.
DEFLPLSTYLE	Specifies the default plot style for all layers in a drawing when opening a drawing that was created in a release prior to...>
DEFPLSTYLE	Specifies the default plot style for new objects in a drawing when opening a drawing that was created in a release prior...>
DELOBJ	3 Controls whether geometry used to create 3D objects is retained or deleted.
DEMANDLOAD	3 Specifies if and when to demand-load certain applications.
DGNFRAME	0 Determines whether DGN underlay frames are visible or plotted in the current drawing.
DGNIMPORTMAX	1.5532E+99 Sets the maximum number of elements that are translated when importing a DGN file.
DGNMAPPINGPATH	Specifies the location of the dgnsetups.ini file where DGN mapping setups are stored.
DGNOSNAP	1 Controls object snapping for geometry in DGN underlays.
DIASTAT	Stores the exit method of the most recently used dialog box. Stores the exit method of the most recently used dialog box.
DIGITIZER	Identifies digitizers connect to the system.

DIMADEC	0 Controls the number of precision places displayed in angular dimensions.
DIMALT	Off Controls the display of alternate units in dimensions.
DIMALTD	2 Controls the number of decimal places in alternate units.
DIMALTF	25.4000 Controls the multiplier for alternate units.
DIMALTRND	0.0000 Rounds off the alternate dimension units.
DIMALTTD	2 Sets the number of decimal places for the tolerance values in the alternate units of a dimension.
DIMALTTZ	0 Controls suppression of zeros in tolerance values. (0-1-2-3-4-8)
DIMALTU	2 Sets the units format for alternate units of all dimension substyles except Angular.
DIMALTZ	0 Controls the suppression of zeros for alternate unit dimension values.
DIMANNO	Indicates whether or not the current dimension style is annotative.
DIMAPOST	Specifies a text prefix or suffix (or both) to the alternate dimension measurement for all types of dimensions except angular.
DIMARCSYM	0 Controls display of the arc symbol in an arc length dimension. (0-1-2)
DIMASSOC	2 Controls the associativity of dimension objects and whether dimensions are exploded. (0-1-2)
DIMASZ	0.1800 Controls the size of dimension line and leader line arrowheads.
DIMATFIT	3 Determines how dimension text and arrows are arranged when space is not sufficient to place both within the extension line.
DIMAUNIT	0 Sets the units format for angular dimensions. (0-1-2-3)
DIMAZIN	0 Suppresses zeros for angular dimensions. (0-1-2-3)
DIMBLK	Sets the arrowhead block displayed at the ends of dimension lines or leader lines.
DIMBLK1	Sets the arrowhead for the first end of the dimension line when DIMSAH is on.
DIMBLK2	Sets the arrowhead for the second end of the dimension line when DIMSAH is on.
DIMCEN	0.0900 Controls drawing of circle or arc center marks and centerlines by the DIMCENTER, DIMDIAMETER, and DIMRADIUS...>
DIMCLRDR	0 Assigns colors to dimension lines, arrowheads, and dimension leader lines.
DIMCLRRE	0 Assigns colors to dimension extension lines, center marks, and centerlines.
DIMCLRRT	0 Assigns colors to dimension text. The color can be any valid color number.
DIMCONSTRUCTION	3 Displays the lock icon next to the text for dimensional constraints. (0-1-2-3)
DIMDEC	4 Sets the number of decimal places displayed for the primary units of a dimension.
DIMDLE	0.0000 Sets the distance the dimension line extends beyond the extension line when oblique strokes are drawn instead ...>
DIMDLI	.3800 Controls the spacing of the dimension lines in baseline dimensions.
DIMDSEP	. Specifies a single-character decimal separator to use when creating dimensions whose unit format is decimal.
DIMEXE	.1800 Specifies how far to extend the extension line beyond the dimension line.
DIMEXO	.0625 Specifies how far extension lines are offset from origin points.
DIMFRAC	0 Sets the fraction format when DIMLUNIT is set to 4 (Architectural) or 5 (Fractional).
DIMFXL	1.0000 Sets the total length of the extension lines starting from the dimension line toward the dimension origin.
DIMFXLON	Off Controls whether extension lines are set to a fixed length. If DIMFXLON is on, extension lines are set to the length...>
DIMGAP	0.0900 Sets the distance around the dimension text when the dimension line breaks to accommodate dimension text.
DIMJOGANG	0.7854 Determines the angle of the transverse segment of the dimension line in a jogged radius dimension.
DIMJUST	0 Controls the horizontal positioning of dimension text. (0-1-2-3-4)
DIMLDRBLK	Specifies the arrow type for leaders.
DIMLFAC	1.0000 Sets a scale factor for linear dimension measurements.
DIMLIM	Off Generates dimension limits as the default text.
DIMLTEXT1	Sets the linetype of the first extension line.
DIMLTEXT2	Sets the linetype of the second extension line.
DIMLTYPE	Sets the linetype of the dimension line.
DIMLUNIT	2 Sets units for all dimension types except Angular. (1-2-3-4-5-6)
DIMLWD	-2 Assigns lineweight to dimension lines.
DIMLWE	-2 Assigns lineweight to extension lines.

DIMPOST	Specifies a text prefix or suffix (or both) to the dimension measurement.
DIMRND	0.0000 Rounds all dimensioning distances to the specified value.
DIMSAH	Off Controls the display of dimension line arrowhead blocks.
DIMSCALE	1.0000 Sets the overall scale factor applied to dimensioning variables that specify sizes, distances, or offsets.
DIMSD1	Off Controls suppression of the first dimension line and arrowhead.
DIMSD2	Off Controls suppression of the second dimension line and arrowhead.
DIMSE1	Off Suppresses display of the first extension line.
DIMSE2	Off Suppresses display of the second extension line.
DIMSOXD	Off Suppresses arrowheads if not enough space is available inside the extension lines.
DIMSTYLE	Stores the name of the current dimension style.
DIMTAD	0 Controls the vertical position of text in relation to the dimension line. (0-1-2-3)
DIMTDEC	4 Sets the number of decimal places to display in tolerance values for the primary units in a dimension.
DIMTFAC	1.0000 Specifies a scale factor for the text height of fractions and tolerance values relative to the dimension text height, as...>
DIMTFILL	0 Controls the background of dimension text. (0-1-2)
DIMTFILLCLR	0 Sets the color for the text background in dimensions.
DIMTIH	On Controls the position of dimension text inside the extension lines for all dimension types except Ordinate.
DIMTIX	Off Draws text between extension lines.
DIMTM	0.0000 Sets the minimum (or lower) tolerance limit for dimension text when DIMTOL or DIMLIM is on.
DIMTMOVE	0 Sets dimension text movement rules. (0-1-2)
DIMTOFL	Off Controls whether a dimension line is drawn between the extension lines even when the text is placed outside.
DIMTOH	On Controls the position of dimension text outside the extension lines.
DIMTOL	Off Appends tolerances to dimension text. Setting DIMTOL to on turns DIMLIM off.
DIMTOLJ	1 Sets the vertical justification for tolerance values relative to the nominal dimension text. (0-1-2)
DIMTP	0.0000 Sets the maximum (or upper) tolerance limit for dimension text when DIMTOL or DIMLIM is on.
DIMTSZ	0.0000 Specifies the size of oblique strokes drawn instead of arrowheads for linear, radius, and diameter dimensioning.
DIMTVP	0.0000 Controls the vertical position of dimension text above or below the dimension line.
DIMTXSTY	Standard Specifies the text style of the dimension.
DIMTXT	0.1800 Specifies the height of dimension text, unless the current text style has a fixed height.
DIMTXTDIRECTION	0 Specifies the reading direction of the dimension text.
DIMTZIN	0 Controls the suppression of zeros in tolerance values.
DIMUPT	Off Controls options for user-positioned text.
DIMZIN	0 Controls the suppression of zeros in the primary unit value.
DISPSILH	0 Controls display of silhouette edges of 3D solid objects in a 2D Wireframe or 3D Wireframe visual style.
DISTANCE	Stores the distance computed by the DIST command.
DIVMESHBOXHEIGHT	3 Sets the number of subdivisions for the width of a mesh box along the Y axis.
DIVMESHBOXLENGTH	3 Sets the number of subdivisions for the height of a mesh box along the Z axis.
DIVMESHBOXWIDTH	3 Sets the number of subdivisions for the length of a mesh box along the X axis.
DIVMESHCONEBASE	3 Sets the number of subdivisions between the perimeter and the center point of the mesh cone base.
DIVMESHCONEHEIGHT	3 Sets the number of subdivisions between the base and the point or top of the mesh cone.
DIVMESHCYLAXIS	8 Sets the number of subdivisions around the perimeter of the mesh cylinder base.
DIVMESHCYLBASE	3 Sets the number of radial subdivisions from the center of the mesh cylinder base to its perimeter.
DIVMESHCYLHEIGHT	3 Sets the number of subdivisions between the base and the top of the mesh cylinder.
DIVMESHHPYRBASE	3 Sets the number of radial subdivisions between the center of the mesh pyramid base and its perimeter.
DIVMESHHPYRHEIGHT	3 Sets the number of subdivisions between the base and the top of the mesh pyramid.
DIVMESHHPYRLENGTH	3 Sets the number of subdivisions along each dimension of a mesh pyramid base.

DIVMESHSPHEREAXIS	12	Sets the number of radial subdivisions around the axis endpoint of the mesh sphere.
DIVMESHSPHEREHEIGHT	6	Sets the number of subdivisions between the two axis endpoints of the mesh sphere.
DIVMESHTORUSPATH	8	Sets the number of subdivisions in the path that is swept by the profile of a mesh torus.
DIVMESHTORUSSECTION	8	Sets the number of subdivisions in the profile that sweeps the path of a mesh torus.
DIVMESHWEDGEBASE	3	Sets the number of subdivisions between the midpoint of the perimeter of triangular dimension of the mesh wedge.
DIVMESHWEDGEHEIGHT	3	Sets the number of subdivisions for the height of the mesh wedge along the Z axis.
DIVMESHWEDGELENGTH	4	Sets the number of subdivisions for the length of a mesh wedge along the X axis.
DIVMESHWEDGESLOPE	3	Sets the number of subdivisions in the slope that extends from the apex of the wedge to the edge of the base.
DIVMESHWEDGEWIDTH	3	Sets the number of subdivisions for the width of the mesh wedge along the Y axis.
DONUTID	0.5000	Sets the default for the inside diameter of a donut.
DONUTOD	1.0000	Sets the default for the outside diameter of a donut.
DRAGMODE	2	Controls the display of objects being dragged. (0-1-2)
DRAGP1	10	Sets the regen-drag input sampling rate.
DRAGP2	25	Sets the fast-drag input sampling rate.
DRAGVS		Sets the visual style while creating 3D solid primitives and extruded solids and surfaces.
DRAWORDERCTL	3	Controls the default display behavior of overlapping objects when they are created or edited. >
DRSTATE		Indicates whether the Drawing Recovery Manager window is open or closed.
DTEXTED	2	Specifies the user interface displayed for editing single-line text. >
DWFFRAME	2	Turns the display of frames on and off for DWF or DWFx underlays. >
DWFOSNAP	1	Determines whether object snapping is active for geometry in DWF or DWFx underlays. >
DWGCHECK	1	Checks drawings for potential problems when opening them. (1-2-3) >
DWGCODEPAGE		Stores the same value as SYSCODEPAGE (for compatibility reasons).
DWGNAME		Stores the name of the current drawing. >
DWGPREFIX		Stores the drive and folder prefix for the drawing.
DWGTITLED		Indicates whether the current drawing has been named.
DXEVAL	12	Controls when data extraction tables are compared against the data source, and if the data is not current, displays an...>
DYNCONSTRAINTMODE	1	Displays hidden dimensional constraints when constrained objects are selected. >
DYNDIGRIP	31	Controls which dynamic dimensions are displayed during grip stretch editing. >
DYNDIVIS	1	Controls how many dynamic dimensions are displayed during grip stretch editing. >
DYNMODE	3	Turns Dynamic Input features on and off. (0-1-2-3) >
DYNPICOORDS	0	Controls whether pointer input uses relative or absolute format for coordinates.
DYNPIFORMAT	0	Controls whether pointer input uses polar or Cartesian format for coordinates.
DYNPIVIS	1	Controls when pointer input is displayed. (0-1-2) >
DYNPROMPT	1	Controls display of prompts in Dynamic Input tooltips. >
DYNTOOLTIPS	1	Controls which tooltips are affected by tooltip appearance settings.
EDGEMODE	0	Controls how the TRIM and EXTEND commands determine cutting and boundary edges. >
ELEVATION	0.0000	Stores the current elevation of new objects relative to the current UCS.
ENTERPRISEMENU		Stores the enterprise customization file name (if defined), including the path for the file name.
ERHIGHLIGHT	1	Controls whether reference names or reference objects are highlighted when their counterparts are selected in the ...>
ERRNO	93	Displays the 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 open or closed.
EXPERT	0	Controls whether certain prompts are issued. (0-1-2-3-4-5) >
EXPLMODE	1	Controls whether the EXPLODE command supports nonuniformly scaled (NUS) blocks.
EXPORTEPLOTFORMAT	2	Sets the default electronic file output type: PDF, DWF, or DWFx. (0-1-2)
EXPORTMODELSPACE	0	Specifies what part of the drawing to export to a DWF, DWFx, or PDF file from Model space. (0-1-2)
EXPORTPAGESETUP	0	Specifies whether to export to a DWF, DWFx, or PDF file with the current page setup. >

EXPORTPAPERSPACE	0	Specifies what part of the drawing to export to a DWF, DWFx, or PDF file from paper space.
EXTMAX		Stores the upper-right point of the drawing extents. Expands outward as new objects are drawn; shrinks only with... >
EXTMIN		Stores the lower-left point of the drawing extents. Expands outward as new objects are drawn; shrinks only with... >
EXTNAMES	1	Sets the parameters for named object names (such as linetypes and layers) stored in definition tables. >
FACETERDEVNORMAL	0.6981	Sets the maximum angle between the surface normal and contiguous mesh faces. >
FACETERDEVSURFACE	0.0010	Sets how closely the converted mesh object adheres to the original shape of the solid or surface. >
FACETERGRIDRATIO	0.0000	Sets the maximum aspect ratio for the mesh subdivisions that are created for solids and surfaces converted to mesh.>
FACETERMAXEDGELENGTH	0.0000	Sets the maximum length of edges for mesh objects that are created by conversion from solids and surfaces. >
FACETERMAXGRID	4096	Sets the maximum number of U and V grid lines for solids and surfaces converted to mesh. >
FACETERMESHTYPE	0	Sets the type of mesh to be created. (0-1-2) >
FACETERMINUGRID	0	Sets the minimum number of U grid lines for solids and surfaces that are converted to mesh. >
FACETERMINVGRID	0	Sets the minimum number of V grid lines for solids and surfaces that are converted to mesh. >
FACETERPRIMITIVEMODE	1	Specifies whether smoothness settings for objects that are converted to mesh are derived from the Mesh Tessellation...>
FACETERSMOOTHLEV	1	Sets the default level of smoothness for objects that are converted to mesh. >
FACETRATIO	0	Controls the aspect ratio of faceting for cylindrical and conic solids. >
FACETRES	0.5000	Adjusts the smoothness of shaded objects and objects with hidden lines removed. >
FIELDDISPLAY	1	Controls whether fields are displayed with a gray background. The background is not plotted.
FIELDEVAL	31	Controls how fields are updated. The setting is stored as a bitcode using the sum of the following values: >
FILEDIA	1	Suppresses display of file navigation dialog boxes. >
FILLETRAD	0.0000	Stores the current fillet radius.
FILLETRAD3D	1.0000	Stores the current fillet radius for 3D objects. >
FILLMODE	1	Specifies whether hatches and fills, 2D solids, and wide polylines are filled in.
FONTALT	simplex.shx	Specifies the alternate font to be used when the specified font file cannot be located. >
FONTMAP		Specifies the font mapping file to be used. >
FRAME	3	Turns the display of frames on and off for all external references, images, and DWF, DWFx, PDF, and DGN underlays. >
FRONTZ		Stores the front clipping plane offset from the target plane for the current viewport, in drawing units. >
FULLOPEN		Indicates whether the current drawing is partially open.
FULLPLOTPATH	1	Controls whether the full path of the drawing file is sent to the plot spooler.
GEOLATLONGFORMAT	0	Controls the format of the latitude or longitude values in the Geographic Location dialog box, and the coordinate... >
GEOMARKERVISIBILITY	1	Controls the visibility of geographic markers.
GFANG	0	Specifies the angle of a gradient fill. (0-360)
GFCLR1	5	Specifies the color for a one-color gradient fill or the first color for a two-color gradient fill. >
GFCLR2	2	Specifies the second color for a two-color gradient fill. >
GFCLRUM	1.0000	Controls the color tint or color shade level in a one-color gradient fill. >
GFCLRSTATE	0	Specifies whether a gradient fill uses one color or two colors.
GFNAME	1	Specifies the pattern of a gradient fill. >
GFSHIFT	0	Specifies whether the pattern in a gradient fill is centered or is shifted up and to the left.
GLOBALOPACITY	100	Controls the transparency for all inactive palettes. Valid range is 0 to 100. >
GRIDDISPLAY	3	Controls the display behavior and display limits of the grid. >
GRIDMAJOR	5	Controls the frequency of major grid lines compared to minor grid lines. (1-100)
GRIDMODE	1	Specifies whether the grid is turned on or off.
GRIDSTYLE	0	Controls the style of grid displayed for 2D model space, Block Editor, 3D parallel projection, 3D perspective projection, >
GRIDUNIT	0.5000,0.5000	Specifies the grid spacing (X and Y) for the current viewport.
GRIPBLOCK	0	Controls the display of grips in blocks.
GRIPCOLOR	150	Controls the color of unselected grips. (1-255)
GRIPCONTOUR	251	Controls the color of the grip contour. (1-255)

GRIPDYNCOLOR	140 Controls the color of custom grips for dynamic blocks. (1-255)
GRIPHOT	12 Controls the color of selected grips. (1-255)
GRIPHOVER	11 Controls the fill color of an unselected grip when the cursor pauses over it. (1-255)
GRIPMULTIFUNCTIONAL	3 Specifies the access methods to multi-functional grips. >
GRIPOBJLIMIT	100 Suppresses the display of grips when the selection set includes more than the specified number of objects. >
GRIPS	2 Controls the use of selection set grips for the Stretch, Move, Rotate, Scale, and Mirror Grip modes. >
GRIPSIZE	5 Sets the size of the grip box in pixels. (1-255)
GRIPSUBOBJMODE	1 Controls whether grips are automatically made hot when subobjects are selected. >
GRIPTIPS	1 Controls the display of grip tips and Ctrl-cycling tooltips. >
GTAUTO	1 Controls whether 3D gizmos are automatically displayed when you select objects before you start a command in a... >
GTDEFAULT	0 Controls whether the 3D Move, 3D Rotate, or 3D Scale operations start automatically when you start the MOVE,... >
GTLOCATION	1 Controls the initial location of the 3D Move, 3D Rotate, or 3D Scale gizmo when you select objects before you start a... >
HALOGAP	0 Specifies a gap to be displayed where an object is hidden by another object. >
HANDLES	Reports whether object handles can be accessed by applications. >
HELPPREFIX	Varies Sets the file path for the Help system. >
HIDEPRECISION	On Controls the accuracy of hides and shades. >
HIDETEXT	0 Specifies whether text objects created by the TEXT, DTEXT, or MTEXT command are processed during a HIDE command. >
HIGHLIGHT	1 Controls object highlighting; does not affect objects selected with grips.
HPANG	0.0000 Specifies the hatch pattern angle.
HPANNOTATIVE	0 Controls whether or not a new hatch pattern is annotative.
HPASSOC	1 Controls whether hatch patterns and gradient fills are associative.
HPBACKGROUNDCOLOR	. Controls the background fill color for hatch patterns. >
HPBOUND	1 Controls the object type created by the BHATCH and BOUNDARY commands.
HPBOUNDRETAIN	0 Controls whether boundary objects are created for new hatches and fills.
HPCOLOR	. Sets a default color for new hatches. >
HPDLGMODE	2 Controls the display of the Hatch and Gradient and Hatch Edit dialog boxes. (0-1-2) >
HPDOUBLE	0 Specifies hatch pattern doubling for user-defined patterns.
HPDRAWORDER	3 Controls the draw order of hatches and fills. >
HPGAPTOL	0.0000 Treats a set of objects that almost enclose an area as a closed hatch boundary. >
HPINHERIT	0 Controls the hatch origin of the resulting hatch when using Inherit Properties in HATCH and HATCHEDIT.
HPISLANDDETECTION	1 Controls how islands within the hatch boundary are treated. (0-1-2) >
HPISLANDDETECTIONMODE	1 Controls the island detection method, legacy and current, used in conjunction with HPISLANDDETECTION.
HPLAYER	. Specifies a default layer for new hatches and fills.
HPMAXLINES	1000000 Sets the maximum number of hatch lines that are generated in a hatch operation. (100-10,000,000)
HPNAME	ANSI31 Sets a default hatch pattern name of up to 34 characters without spaces. >
HPOBJWARNING	1000 Sets the number of hatch boundary objects that can be selected before displaying a warning message. >
HPORIGIN	0.0000,0.0000 Sets the hatch origin point for new hatch objects relative to the current user coordinate system.
HPORIGINMODE	0 Controls how HATCH determines the default hatch origin point. (0-1-2-3-4-5) >
HPQUICKPREVIEW	On Controls the display of a preview when picking internal points for a hatch.
HPSCALE	1.0000 Specifies the hatch pattern scale factor, which must be greater than zero.
HPSEPERATE	0 Controls whether HATCH creates a single hatch object or separate hatch objects when operating on several closed...>
HPSPACE	1 Specifies the hatch pattern line spacing for user-defined simple patterns, which must be greater than zero.
HPTRANSPARENCY	. Sets the default transparency for new hatches and fills. >
HYPERLINKBASE	Specifies the path used for all relative hyperlinks in the drawing. >
IMAGEFRAME	1 Controls whether image frames are displayed and plotted. >
IMAGEHLT	0 Controls whether the entire raster image or only the raster image frame is highlighted.

IMPLIEDFACE	1 Controls the detection of implied faces. >
INDEXCTL	0 Controls whether layer and spatial indexes are created and saved in drawing files. >
INETLOCATION	http://www.autodesk.com Stores the Internet location used by the BROWSER command and the Browse the Web dialog box.
INPUTHISTORYMODE	15 Controls the content and location of the display of a history of user input. >
INSBASE	0.0000,0.0000,0.0000 Stores the insertion base point set by BASE, which gets expressed as a UCS coordinate for the current... >
INSNAME	Sets a default block name for the INSERT command. >
INSUNITS	1 Specifies a drawing-units value for automatic scaling of blocks, images, or xrefs inserted or attached to a drawing. >
INSUNITDEFSOURCE	1 Sets source content units value when INSUNITS is set to 0. >
INSUNITDEFTARGET	1 Sets target drawing units value when INSUNITS is set to 0. >
INTELLIGENTUPDATE	20 Controls the graphics refresh rate. >
INTERFERECOLOR	1 Sets the color for interference objects. (0-255) >
INTERFEREOBJVS	Realistic Sets the visual style for interference objects. >
INTERFEREVPVS	Wireframe Specifies the visual style for the viewport during interference checking. >
INTERSECTIONCOLOR	257 Controls the color of polylines at the intersection of 3D surfaces when the visual style is set to 2D Wireframe. >
INERSECTIONDISPLAY	Off Controls the display of polylines at the intersection of 3D surfaces when the visual style is set to 2D Wireframe. >
ISAVEBAK	1 Improves the speed of incremental saves, especially for large drawings. >
ISAVEPERCENT	50 Determines the amount of wasted space tolerated in a drawing file. >
ISOLINES	4 Specifies the number of contour lines per surface on objects. (0-2047)
LARGEOBJECTSUPPORT	0 Controls large object size limit support when you open and save drawings. >
LASTANGLE	Stores the end angle of the last arc entered relative to the XY plane of the current UCS for the current space.
LASTPOINT	0.0000,0.0000,0.0000 Stores the last point specified, expressed as UCS coordinates for the current space. >
LASTPROMPT	Stores the last string echoed to the Command prompt. >
LATITUDE	37.7950 Specifies the latitude of the drawing model in decimal format. >
LAYERDLGMODE	1 Sets the flavor of the Layer Properties Manager that is defined for the use of the LAYER command. >
LAYEREVAL	0 Specifies whether the layer list is evaluated for new layers when added to the drawing or to attached xrefs. >
LAYEREVALCTL	1 Controls the overall Unreconciled New Layer filter list in Layer Properties Manager which is evaluated for new layers. >
LAYERFILTERALERT	2 Deletes excessive layer filters to improve performance. (0-1-2-3) >
LAYERMANAGERSTATE	Indicates whether the Layer Properties Manager is open or closed.
LAYERNOTIFY	0 Specifies when an alert displays when unreconciled new layers are found. >
LAYLOCKFADECTL	50 Controls the amount of fading for objects on locked layers. >
LAYOUTREGENCTL	2 Specifies how the display list is updated in the Model tab and layout tabs. >
LEGACYCTRLPICK	2 Specifies the keys for selection cycling and the behavior for Ctrl+click. >
LENSLENGTH	50.0000 Stores the length of the lens (in millimeters) used in perspective viewing.
LIGHTLYPHDISPLAY	1 Controls whether light glyphs are displayed. >
LIGHTINGUNITS	2 Controls whether generic or photometric lights are used, and indicates the current lighting units. >
LIGHTLISTSTATE	Indicates whether the Lights in Model window is open or closed.
LIGHTSINBLOCKS	1 Controls whether lights contained in blocks are used when rendering. >
LIMCHECK	0 Controls the creation of objects outside the grid limits.
LIMMAX	12.0000,9.0000 Stores the upper-right grid limits for the current space, expressed as a world coordinate. >
LIMMIN	0.0000,0.0000 Stores the lower-left grid limits for the current space, expressed as a world coordinate. >
LINEARBRIGHTNESS	0 Controls the brightness level of the viewport in the standard lighting workflow. >
LINEARCONTRAST	0 Controls the contrast level of the viewport in the standard lighting workflow. >
LOCALE	Displays a code that indicates the current locale. >
LOCALROOTPREFIX	Stores the full path to the root folder where local customizable files were installed. >
LOCKUI	0 Locks the position and size of toolbars and dockable windows such as DesignCenter and the Properties palette. >
LOFTANG1	1.5708 Sets the draft angle through the first cross section in a loft operation. >

LOFTANG2	1.5708 Sets the draft angle through the last cross section in a loft operation. >
LOFTMAG1	0.0000 Sets the magnitude of the draft angle through the first cross section in a loft operation. >
LOFTMAG2	0.0000 Sets the magnitude of the draft angle through the last cross section in a loft operation. >
LOFTNORMALS	1 Controls the normals of a lofted object where it passes through cross sections. >
LOFTPARAM	7 Controls the shape of lofted solids and surfaces. >
LOGEXPBRIGHTNESS	65.0000 Controls the brightness level of the viewport when using photometric lighting. >
LOGEXPCONTRAST	50.0000 Controls the contrast level of the viewport when using photometric lighting. >
LOGEXPDAYLIGHT	2 Controls if exterior daylight is used when using photometric lighting. >
LOGEXPMIDTONES	1.0000 Controls the mid tones level of the viewport when using photometric lighting. >
LOGEXPPHYSICALSCALE	1500.0000 Controls the relative brightness of self-illuminated materials in a photometric environment. >
LOGFILEMODE	0 Specifies whether the contents of the text window are written to a log file.
LOGFILENAME	Specifies the path and name of the text window log file for the current drawing. >
LOGFILEPATH	<u>Varies.</u> Specifies the path for the text window log files for all drawings in a session. >
LOGINNAME	Displays the Windows login name and is saved with the file properties statistics of DWG and related files.
LONGITUDE	-122.3940 Specifies the longitude of the drawing model in decimal format. >
LTSCALE	1.0000 Sets the global linetype scale factor. >
LUNITS	2 Sets linear units. (1-2-3-4-5) >
LUPREC	4 Sets the number of decimal places displayed for all read-only linear units, and for all editable linear units whose... >
LWDEFAULT	25 Sets the value for the default lineweight. >
LWDISPLAY	Off Controls whether the lineweight is displayed. >
LWUNITS	1 Controls whether lineweight units are displayed in inches or millimeters.
MATBROWSERSTATE	Indicates whether the Materials Browser is open or closed.
MATEDITORSTATE	Indicates whether the Materials Editor is open or closed.
MATERIALSPATH	Specifies the path of the materials libraries >
MATSTATE	Indicates whether the Materials window is open or closed.
MAXACTVP	64 Sets the maximum number of viewports that can be active at one time in a layout. >
MAXSORT	1000 Sets the maximum number of symbol names or block names sorted by listing commands. >
MAXTOUCHES	Identifies the number of touch points supported by connected digitizers.
MBUTTONPAN	1 Controls the behavior of the third button or wheel on the pointing device.
MEASUREINIT	0 Controls whether a drawing you start from scratch uses imperial or metric default settings. >
MEASUREMENT	0 Controls whether the current drawing uses imperial or metric hatch pattern and linetype files.
MENUBAR	1 Controls the display of the menu bar.
MENUCTL	1 Controls the page switching of the screen menu.
MENUECHO	0 Sets menu echo and prompt control bits. The value is the sum of the following: (0-1-2-4-8) >
MENUNAME	Stores the customization file name, including the path for the file name.
MESHTYPE	1 Controls the type of mesh that is created by REVSURF, TABSURF, RULESURF and EDGESURF. >
MIRRHATCH	0 Controls how the MIRROR command reflects hatch patterns.
MIRRTEXT	0 Controls how the MIRROR command reflects text.
MLEADERSCALE	0 Sets the overall scale factor applied to multileader objects. >
MODEMACRO	Displays a text string on the status line, such as the name of the current drawing, time/date stamp, or special modes. >
MSLTSCALE	1 Scales linetypes displayed on the model tab by the annotation scale. >
MSMSTATE	Indicates whether the Markup Set Manager is open or closed.
MSOLESCALE	1.0000 Controls the size of an OLE object with text that is pasted into model space. >
MTEXTCOLUMN	2 Sets the default column setting for a multiline text (mtext) object. (0-1-2) >
MTEXTED	Internal Sets the application for editing multiline text objects. >
MTEXTFIXED	2 Sets the display size and orientation of multiline text in a specified text editor. >

MTEXTTOOLBAR	2	Controls the display of the Text Formatting toolbar. (0-1-2) >
MTJIGSTRING	abc	Sets the content of the sample text displayed at the cursor location when the MTEXT command is started. >
MYDOCUMENTSPREFIX		Stores the full path to the My Documents folder for the user currently logged on. >
NAVBARDISPLAY	0	Controls the display of the navigation bar in the current viewport.
NAVSWHEELMODE	2	Specifies the current mode of the SteeringWheel. (0-1-2-3-4-5-6) >
NAVSWHEELOPACITYBIG	50	Controls the opacity of the big SteeringWheels. >
NAVSWHEELOPACITYMINI	50	Controls the opacity of the mini SteeringWheels. >
NAVSWHEELSIZEBIG	1	Specifies the size of the big SteeringWheels. (0-1-2) >
NAVSWHEELSIZEMINI	1	Specifies the size of the mini SteeringWheels. (0-1-2-3) >
NAVCUBEDISPLAY	3	Controls the display of the ViewCube tool in the current visual style and the current viewport. (0-1-2-3) >
NAVCUBELOCATION	0	Identifies the corner in a viewport where the ViewCube tool is displayed. (0-1-2-3) >
NAVCUBEOPACITY	50	Controls the opacity of the ViewCube tool when inactive. >
NAVCUBEORIENT	1	Controls whether the ViewCube tool reflects the current UCS or WCS. >
NAVCUBESIZE	4	Specifies the size of the ViewCube tool. (0-1-2-3-4) >
NOMUTT	0	Suppresses the message display (muttering) when it wouldn't normally be suppressed. Displaying messages is the... >
NORTHDIRECTION	0.0000	Specifies the angle of the sun from north. >
OBJECTISOLATIONMODE	0	Controls whether hidden objects remain hidden between drawing sessions. >
OBSCUREDColor	257	Specifies the color of obscured lines. >
OBSCUREDLTYP	0	Specifies the linetype of obscured lines. >
OFFSETDIST	-0.0000	Sets the default offset distance. >
OFFSETGAPTYPE	0	Controls how potential gaps between segments are treated when closed polylines are offset. >
OLEFRAME	2	Controls whether a frame is displayed and plotted on all OLE objects in the drawing. >
OLEHIDE	0	Controls the display and plotting of OLE objects. (0-1-2-3) >
OLEQUALITY	3	Sets the default plot quality for OLE objects. (0-1-2-3) >
OLESTARTUP	0	Controls whether the source application of an embedded OLE object loads when plotting. >
OPENPARTIAL	1	Controls whether a drawing file can be worked on before it is fully open. >
OPMSTATE		Stores a value that indicates whether the Properties palette is open, closed or hidden. (0-1-2) >
ORTHOMODE	0	Constrains cursor movement to the perpendicular. >
OSMODE	20517	Sets running object snaps. >
OSNAPCOORD	2	Controls whether coordinates entered on the command line will override running object snaps. (0-1-2) >
OSNAPNODELEGACY	0	Controls whether the Node object snap can be used to snap to multiline text objects. >
OSNAPZ	0	Controls whether object snaps are automatically projected onto a plane parallel to the XY plane of the current UCS at... >
OSOPTIONS	3	Automatically suppresses object snaps on hatch objects and geometry with negative Z values when using a dynamic... >
PALLETOPAQUE		Controls whether palettes can be made transparent. >
PAPERUPDATE	0	Controls the display of a warning dialog when attempting to print a layout with a paper size different...>
PARAMETERCOPYMODE	1	Controls how constraints and referenced variables are copied when replicating constrained geometry. >
PARAMETERSTATUS		Indicates whether the Parameters Manager palette is open or closed.
PDFFRAME	1	Determines whether the PDF underlay frame is visible. (0-1-2-3) >
PDFOSNAP	1	Determines whether object snapping is active for geometry in PDF underlays that are attached to the drawing. >
PDMODE	0	Controls how point objects are displayed. >
PDSIZE	0.0000	Sets the display size for point objects. >
PEDITACCEPT	0	Suppresses display of the Object Selected Is Not a Polyline prompt in PEDIT. >
PELLIPSE	0	Controls the ellipse type created with ELLIPSE. >
PERIMETER		Stores the last perimeter value computed by the AREA or LIST command. >
PERSPECTIVE	0	Specifies whether the current viewport displays a perspective view. >
PERSPECTIVECLIP	5.0000	Determines the location of eyepoint clipping. >

PFACEVMAX	Sets the maximum number of vertices per face. >
PICKADD	2 Controls whether subsequent selections replace the current selection set or add to it. >
PICKAUTO	1 Controls automatic windowing at the Select Objects prompt. >
PICKBOX	3 Sets the object selection target height, in pixels. >
PICKDRAG	0 Controls the method of drawing a selection window. >
PICKFIRST	1 Controls whether you select objects before (noun-verb selection) or after you issue a command. >
PICKSTYLE	1 Controls the use of group selection and associative hatch selection. (0-1-2-3) >
PLATFORM	Indicates which platform is in use.
PLINECONVERTMODE	0 Specifies the fit method used in converting splines to polylines. >
PLINEGEN	0 Sets how linetype patterns generate around the vertices of a 2D polyline. >
PLINETYPE	2 Specifies whether optimized 2D polylines are used. (0-1-2) >
PLINEWID	0.0000 Stores the default polyline width.
PLOTOFFSET	0 Controls whether the plot offset is relative to the printable area or to the edge of the paper. >
PLOTROTMODE	2 Controls the orientation of plots. (0-1-2) >
PLOTTRANSPARENCYOVERRIDE	1 Controls whether object transparency is plotted. (0-1-2) >
PLQUIET	0 Controls the display of optional plot-related dialog boxes and nonfatal errors for scripts. >
POINTCLOUDRTDENSITY	1 Controls whether a point cloud is regenerated automatically after manipulation, panning, zooming, or orbiting. >
POINTCLOUDDENSITY	15 Controls the number of points displayed at once for all point clouds in the drawing view. >
POINTCLOUDLOCK	0 Controls whether an attached point cloud can be moved or rotated. >
POINTCLOUDRTDENSITY	5 Set this system variable to a value less than the value of POINTCLOUDDENSITY in order to improve performance. >
POLARADDANG	Stores additional angles for polar tracking and polar snap. >
POLARANG	1.5708 Sets the polar angle increment. >
POLARDIST	0.0000 Sets the snap increment when the SNAPTYPE is set to 1 (PolarSnap).
POLARMODE	0 Controls settings for polar and object snap tracking. >
POLYSIDES	4 Sets the default number of sides for the POLYGON command. (3-1024)
POPUPS	Displays the status of the currently configured display driver.
PREVIEWEFFECT	2 Specifies the visual effect used for previewing selection of objects. (0-1-2) >
PREVIEWFACEEFFECT	1 Specifies the visual effect used for previewing selection of face subobjects. >
PREVIEWFILTER	7 Excludes specified object types from selection previewing. >
PREVIEWTYPE	0 Controls the view to use for the drawing thumbnail. >
PRODUCT	Returns the product name.
PROGRAM	Returns the program name.
PROJECTNAME	Assigns a project name to the current drawing. >
PROJMODE	1 Sets the current Projection mode for trimming or extending. (0-1-2) >
PROXYGRAPHICS	1 Specifies whether images of proxy objects are saved in the drawing. >
PROXYNOTICE	1 Displays a notice when a proxy is created. >
PROXYSHOW	1 Controls the display of proxy objects in a drawing. (0-1-2) >
PROXYWEBSEARCH	0 Specifies how the program checks for object enablers. >
PSLTSCALE	1 Controls the linetype scaling of objects displayed in paper space viewports. >
PSOLHEIGHT	4.0000 Controls the default height for a swept solid object created with the POLYSOLID command. >
PSOLWIDTH	0.2500 Controls the default width for a swept solid object created with the POLYSOLID command. >
PSTYLEMODE	Indicates whether the current drawing is in a Color-Dependent or Named Plot Style mode. >
PSTYLEPOLICY	1 Controls the plot style mode, Color-Dependent or Named, that is used when opening a drawing that was created... >
PSVPSCALE	0.0000 Sets the view scale factor for all newly created viewports. >
PUBLISHALLSHEETS	1 Specifies whether to load the contents of the active document or of all open documents in the Publish dialog box. >
PUBLISHCOLLATE	1 Controls whether sheets are published as a single job. >

PUBLISHHATCH	1	Controls whether hatch patterns published to DWF or DWFx format are treated as a single object when they are ...>
PUCBASE		Stores the name of the UCS that defines the origin and orientation of orthographic UCS settings in paper space only. >
QCSTATE		Indicates whether the QuickCalc calculator is open or closed.
QPLOCATION	0	Sets the location mode of Quick Properties palette.
QPMODE	-1	Sets the on or off state of Quick Properties palette. (0-1-2) >
QTEXTMODE	0	Controls how text is displayed.
QVDRAWINGPIN	0	Controls the default display state of preview images of drawings.
QVLAYOUTPIN	0	Controls the default display state of preview images of model space and layouts in a drawing.
RASTERDPI	300	Controls paper size and plot scaling when changing from dimensional to dimensionless output devices, or vice versa. >
RASTERPERCENT	20	Sets the maximum percentage of available virtual memory that is allowed for plotting a raster image. >
RASTERPREVIEW	1	Controls whether BMP preview images are saved with the drawing.
RASTERTHRESHOLD	20	Specifies a raster threshold in megabytes. >
REBUILD2DCV	6	Sets the number of control vertices for a spline. (2-32767)
REBUILD2DDEGREE	3	Sets the global degree for a spline. (1-11) >
REBUILD2DOPTION	1	Controls some of the options of the rebuild operation for splines.
REBUILDDEGREEU	3	Sets the degree in the U direction for a NURBS surface. (1-11)
REBUILDDEGREEV	3	Sets the degree in the V direction for a NURBS surface. (1-11)
REBUILDOPTIONS	1	When you rebuild a NURBS surfaces, sets whether the original surface is deleted and whether trimmed areas are... >
REBUILDU	6	Sets the number of grid lines in the U direction for a NURBS surface. (2-32767) >
REBILDDV	6	Sets the number of grid lines in the V direction for a NURBS surface. (2-32767) >
RECOVERAUTO	0	Controls the display of recovery notifications before or after opening a damaged drawing file. (0-1-2) >
RECOVERYMODE	2	Controls whether drawing recovery information is recorded after a system failure. (0-1-2) >
REFEDITNAME		Displays the name of the reference being edited.
REGENMODE	1	Controls automatic regeneration of the drawing.
RE-INT		Reinitializes the digitizer, digitizer port, and acad.pgp file. >
REMEMBEROLDERS	1	Controls the default path displayed in standard file selection dialog boxes. >
RENDERPREFSSTATE		Indicates whether the Render Settings palette is open or closed.
RENDERUSERLIGHTS	1	Controls whether to override the setting for viewport lighting during rendering. >
REPORTERROR	1	Controls whether an error report can be sent to Autodesk if the program closes unexpectedly. >
RIBBONCONTEXTSELECT	1	Controls how ribbon contextual tabs are displayed when you single- or double-click an object. >
RIBBONCONTEXTSELLIM	2500	Suppresses the display of ribbon contextual tabs when the selection set includes more than the specified number... >
RIBBONDOCKEDHEIGHT	100	Sets the height of the ribbon when it is docked horizontally.
RIBBONSELECTMODE	1	Determines whether a pickfirst selection set remains selected after a ribbon contextual tab is invoked and the... >
RIBBONSTATE		Indicates whether the ribbon palette is open or closed.
ROMABLEROOTPREFIX		Stores the full path to the root folder where roamable customizable files were installed. >
ROLLOVEROPACITY	100	Controls the transparency of a palette while the cursor moves over the palette. Valid range is 1 to 100. >
ROLLOVERTIPS	1	Controls the display of rollover tooltips in the application.
RTDISPLAY	1	Controls the display of raster images and OLE objects during Realtime ZOOM or PAN. >
SAVEFIDELITY	1	Controls whether the drawing is saved with visual fidelity. >
SAVEFILE		Stores the current automatic save file name.
SAVEFILEPATH		Varies. Specifies the path to the directory for all automatic save files for the current session. >
SAVENAME		Displays the file name and directory path of the most recently saved drawing.
SAVETIME	10	Sets the automatic save interval, in minutes. >
SCREENBOXES		Stores the number of boxes in the screen menu area of the drawing area. >
SCREENMENU	0	Controls whether screen menus display. >
SCREENMODE		Indicates the state of the display. >

SCREENSIZE	Stores current viewport size in pixels (X and Y).
SELECTIONANNODISPLAY	1 Controls whether alternate scale representations are temporarily displayed in a dimmed state when an annotative... >
SELECTIONAREA	1 Controls the display of effects for selection areas. >
SELECTIONAREAOPACITY	25 Controls the transparency of the selection area during window and crossing selection. >
SELECTIONCYCLING	-2 Turns selection cycling on and off. (0-1-2) >
SELECTIONPREVIEW	3 Controls the display of selection previewing. >
SELECTSIMILARMODE	130 Controls which properties must match for an object of the same type to be selected with SELECTSIMILAR. >
SETBYLAYERMODE	255 Controls which properties are selected for the SETBYLAYER command. >
SHADEDGE	3 Controls the shading of edges in rendering. >
SHADEDIF	70 Sets the ratio of diffuse reflective light to ambient light. >
SHADOWPLANELOCATION	0.0000 Controls the location of an invisible ground plane used to display shadows. >
SHORTCUTMENU	11 Controls whether Default, Edit, and Command mode shortcut menus are available in the drawing area. >
SHOWHIST	1 Controls the Show History property for solids in a drawing. >
SHOWLAYERUSAGE	1 Displays icons in the Layer Properties Manager to indicate whether layers are in use. >
SHOWMOTIONPIN	1 Controls the default state of the thumbnail shots.
SHOWPALETTESTATE	Indicates whether the palettes, including the ribbon and the Command window, are displayed or hidden. >
SHPNAME	Sets a default shape name that must conform to symbol- naming conventions. >
SIGWARN	1 Controls whether a warning is presented when a file with an attached digital signature is opened. >
SKETCHINC	0.1000 Sets the record increment for the SKETCH command.
SKPOLY	0 Determines whether the SKETCH command generates lines or polylines.
SKTOLERNACE	0.5000 Determines how closely the spline fits to the freehand sketch.
SKYSTATUS	0 Determines if the sky illumination is computed at render time. (0-1-2) >
SMOOTHMESHCONVERT	0 Sets whether mesh objects that you convert to 3D solids or surfaces are smoothed or faceted, and whether their... >
SMOOTHMESHGRID	3 Sets the maximum level of smoothness at which the underlying mesh facet grid is displayed on 3D mesh objects. >
SMOOTHMESHMAXFACE	678144 Sets the maximum number of faces permitted for mesh objects. >
SMOOTHMESHMAXLEV	4 Sets the maximum smoothness level for mesh objects. (1-255) >
SNAPANG	0.0000 Sets the snap and grid rotation angle for the current viewport relative to the current UCS. >
SNAPBASE	0.0000,0.0000 Sets the snap and grid origin point for the current viewport relative to the current UCS.
SNAPISOPAIR	0 Controls the isometric plane for the current viewport. (0-1-2) >
SNAPMODE	0 Turns the Snap mode on and off.
SNAPSTYLE	0 Sets the snap style for the current viewport.
SNAPTYPE	0 Sets the type of snap for the current viewport.
SNAPUNIT	0.5000,0.5000 Sets the snap spacing for the current viewport.
SOLIDCHECK	1 Turns 3D solid validation on and off for the current session.
SOLIDHIST	1 Controls the default History property setting for new and existing objects.
SORTENTS	127 Controls object sorting in support of draw order for several operations. >
SPLDEGREE	3 Stores the last used degree setting of the spline and sets the default degree setting for the SPLINE command when specify
SPLFRAME	0 Controls the display of helixes and smoothed mesh objects. >
SPLINESEGS	8 Sets the number of line segments to be generated for each spline-fit polyline generated by the Spline option of the...>
SPLINETYPE	6 Sets the type of curve generated by the Spline option of the PEDIT command. >
SPLKNOTS	0 Stores the last used knot parameterization of the spline and sets the default knot setting for the SPLINE command... >
SPLMETHOD	0 Stores the last used spline method and sets the default method for the SPLINE command. >
SSFOUND	Displays the sheet set path and file name if a search for a sheet set is successful. >
SSLOCATE	1 Controls whether the sheet set associated with a drawing is located and opened when the drawing is opened. >
SSAUTOOPEN	1 Controls the display behavior of the Sheet Set Manager when a drawing associated with a sheet is opened. >
SSMPOLLTIME	60 Controls the time interval between automatic refreshes of the status data in a sheet set. >

SSMSHEETSTATUS	2	Controls how the status data in a sheet set is refreshed. >
SSMSTATE		Indicates whether the Sheet Set Manager window is open or closed. >
STANDARDSVIOLATION	2	Specifies whether a user is notified of standards violations in the current drawing when a nonstandard object is... >
STARTUP	0	Controls whether the Create New Drawing dialog box is displayed when a new drawing is started with NEW or QNEW. >
STATUSBAR	1	Controls the display of the application and drawing status bars. (0-1-2-3) >
STEPsize	6.0000	Specifies the size of each step when in walk or fly mode, in drawing units. >
STEPSPERSEC	2.0000	Specifies the number of steps taken per second when you are in walk or fly mode. (1-30)
SUBOBJSELECTIONMODE	0	Filters whether a face, edge, or vertex is selected with Ctrl+click. (0-1-2-3-4) >
SUNPROPERTIESSTATE		Indicates whether the Sun Properties window is open or closed.
SUNSTATUS	0	Turns on and off the lighting effects of the sun in the current viewport. >
SURFACEASSOCIATIVITY	1	Sets whether surfaces are created with a relationship to other surfaces. >
SURFACEASSOCIATIVITYDRAG	1	Sets the mouse drag behavior of associative surfaces to increase performance. >
SURFACEAUTOTRIM	0	Sets whether surfaces are automatically trimmed when you project geometry onto them. >
SURFACEMODELINGMODE	0	Sets whether you create a procedural surface or a NURBS surface when creating 3D surfaces. >
SURFTAB1	6	Sets the number of tabulations to be generated for the RULESURF and TABSURF commands. >
SURFTAB2	6	Sets the mesh density in the N direction for the REVSURF and EDGESURF commands.
SURFtype	6	Controls the type of surface-fitting to be performed by the Smooth option of the PEDIT command. >
SURFU	6	Sets the surface density for PEDIT Smooth in the M direction and the U isolines density on surface objects. >
SURFV	6	Sets the surface density for PEDIT Smooth in the N direction and the V isolines density on surface objects. >
SYSCODEPAGE		Indicates the system code page, which is determined by the operating system. >
TABLEINDICATOR	1	Controls the display of row numbers and column letters when the In-Place Text Editor is open for editing a table cell. >
TABLETOOLBAR	2	Controls the display of the Table toolbar. (0-1-2) >
TABMODE		Controls the use of the tablet. For more information on using and configuring a tablet, see the TABLET command.
TARGET	1	Stores the location (as a UCS coordinate) of the target point for the current viewport.
TBCUSTOMIZE	1	Controls whether tool palette groups can be customized. >
TDCREATE		Stores the local time and date the drawing was created.
TDINDWG		Stores the total editing time, which is the total elapsed time between saves of the current drawing. The format is: >
TDUCREATE		Stores the universal time and date that the drawing was created.
TDUPDATE		Stores the local time and date of the last update/save.
TDUSRTIMER		Stores the user-elapsed timer.
TDUUPDATE		Stores the universal time and date of the last update or save.
TEMPOVERRIDES	1	Turns temporary override keys on and off. >
TEMPPREFIX		Contains the directory name (if any) configured for placement of temporary files, with a path separator appended. >
TEXTED	2	Specifies the user interface displayed for editing single-line text. (0-1-2) >
TEXTEVAL	0	Controls how text strings entered with TEXT (using AutoLISP) or with -TEXT are evaluated. >
TEXTFILL	1	Controls the filling of TrueType fonts while plotting and rendering.
TEXTOUTPUTFILEFORMS	0	Provides Unicode options for plot and text window log files. (0-1-2-3) >
TEXTQLTY	50	Sets the resolution tessellation fineness of text outlines. >
TEXTSIZE	0.2000	Sets the default height for new text objects drawn with the current text style. TEXTSIZE has no effect if the... >
TEXTSTYLE	Standard	Sets the name of the current text style.
THICKNESS	0.0000	Sets the current 3D thickness.
TUMBSIZE	1	Specifies the maximum generated size for thumbnail previews in pixels. (0-1-2) >
TILEMODE	1	Makes the Model tab or the last layout tab current.
TIMEZONE	-8000	Sets the time zone for the sun in the drawing. >
TOOLTIPMERGE	0	Combines drafting tooltips into a single tooltip. >
TOOLTIPS	1	Controls the display of tooltips on the ribbon, toolbars, and other user interface elements. >

TPSTATE	Indicates whether the Tool Palettes window is open or closed.
TRACEWID	0.0500 Sets the default trace width.
TRACKPATH	0 Controls the display of polar and object snap tracking alignment paths. >
TRANSPARENCYDISPLAY	1 Controls whether the object transparency is displayed. >
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. Valid values are 0 to 10.
TREEDEPTH	3020 Specifies the maximum depth, that is, the number of times the tree-structured spatial index can divide into branches. >
TREEMAX	10000000 Limits memory consumption during drawing regeneration by limiting the number of nodes in the spatial... >
TRIMMODE	1 Controls whether selected edges for chamfers and fillets are trimmed. >
TSPACEFAC	1.0000 Controls the multiline text line-spacing distance measured as a factor of text height. Valid values are 0.25 to 4.0.
TSPACEEYOE	1 Controls the type of line spacing used in multiline text. >
TSTACKALIGN	1 Controls the vertical alignment of stacked text. (0-1-2) >
TSTACKSIZE	70 Controls the percentage of stacked text fraction height relative to selected text's current height. Valid values are...>
UCSAXISANG	0 Stores the default angle when rotating the UCS around one of its axes using the X, Y, or Z option of the UCS...>
UCSBASE	Stores the name of the UCS that defines the origin and orientation of orthographic UCS settings. Valid values... >
UCSDETECT	1 Controls whether dynamic UCS acquisition is active or not.
UCSFOLLOW	0 Generates a plan view whenever you change from one UCS to another. >
UCSICON	3 Displays the UCS icon for the current viewport or layout. >
UCSNAME	Stores the name of the current coordinate system for the current viewport in the current space. Returns a null... >
UCSORG	Stores the origin point of the current coordinate system for the current viewport in the current space. This value... >
UCSORTHO	1 Determines whether the related orthographic UCS setting is restored automatically when an orthographic view.... >
UCSVIEW	1 Determines whether the current UCS is saved with a named view.
UCSVP	1 Determines whether the UCS in viewports remains fixed or changes to reflect the UCS of the current viewport. >
UCSXDIR	Stores the X direction of the current UCS for the current viewport in the current space. >
UCSYDIR	Stores the Y direction of the current UCS for the current viewport in the current space. >
UNDOCTL	Indicates the state of the Auto, Control, and Group options of the UNDO command. >
UNDOMARKS	Stores the number of marks placed in the UNDO control stream by the Mark option. >
UNITMODE	0 Controls the display format for units. >
UOSNAP	1 Determines whether object snapping is active for geometry in DWF, DWFx, PDF, and DGN underlays. >
UPDATETHUMBNAIL	15 Controls updating of the thumbnail previews in the Sheet Set Manager and Quick View. >
USERI1	0 Provides storage and retrieval of integer values.
USERI2	0 Provides storage and retrieval of integer values.
USERI3	0 Provides storage and retrieval of integer values.
USERI4	0 Provides storage and retrieval of integer values.
USERI5	0 Provides storage and retrieval of integer values.
USERR1	0.0000 Provides storage and retrieval of real numbers.
USERR2	0.0000 Provides storage and retrieval of real numbers.
USERR3	0.0000 Provides storage and retrieval of real numbers.
USERR4	0.0000 Provides storage and retrieval of real numbers.
USERR5	0.0000 Provides storage and retrieval of real numbers.
USERS1	Provides storage and retrieval of text string data.
USERS2	Provides storage and retrieval of text string data.
USERS3	Provides storage and retrieval of text string data.
USERS4	Provides storage and retrieval of text string data.
USERS5	Provides storage and retrieval of text string data.

VIEWCTR	Stores the center of view in the current viewport. Expressed as a UCS coordinate.
VIEWDIR	Stores the viewing direction in the current viewport, expressed in UCS coordinates. This describes the camera point... >
VIEWMODE	Stores the View mode for the current viewport. >
VIEWSIZE	Stores the height of the view displayed in the current viewport, measured in drawing units.
VIEWTIST	Stores the view rotation angle for the current viewport measured relative to the WCS.
VISRETAIN	1 Controls the properties of xref-dependent layers. Controls visibility, color, linetype, lineweight, and plot styles. >
VPLAYEROVERRIDES	Indicates if there are any layers with viewport (VP) property overrides for the current layout viewport. >
VPLAYEROVERRIDESMODE	1 Controls whether layer property overrides for layout viewports are displayed and plotted. >
VPMAXIMIZEDSTATE	Indicates whether the viewport is maximized or not. The maximized viewport state is canceled if you start the PLOT ...>
VPROTATEASSOC	1 Controls whether the view within a viewport is rotated with the viewport when the viewport is rotated. >
VSACURVATUREHIGH	1.0000 Sets the value at which a surface displays as green during surface analysis (the maximum curvature allowed).
VSACURVATURELOW	-1.0000 Sets the value at which a surface displays as blue during surface analysis (the minimum curvature allowed).
VSACURVATURETYPE	0 Controls which type of curvature analysis is used with the ANALYSISCURVATURE command. >
VSADRAFTANGLEHIGH	3.0000 Sets the value at which a model displays as green during draft analysis (the maximum draft angle). >
VSADRAFTANGLELOW	-3.0000 Sets the value at which a model displays as blue during draft analysis (the minimum draft angle). >
VSAZEBRACOLOR1	RGB:255,255,255 Controls the color of one half of the Zebra stripes displayed when using the ANALYSISZEBRA command. >
VSAZEBRACOLOR2	RGB:0,0,0 Controls the color of one half of the Zebra stripes displayed when using the ANALYSISZEBRA command. >
VSAZEBRADIRECTION	90 Sets whether Zebra analysis stripes display horizontally or vertically. >
VSAZEBRASIZE	45 Controls the width of the Zebra stripes when using the ANALYSISZEBRA command. >
VSAZEBRATYPE	1 Controls the type of zebra display when using the ANALYSISZEBRA command. >
VSBACKGROUNDS	1 Controls whether backgrounds are displayed in the visual style applied to the current viewport. >
VSEGECOLOR	BYENTITY Sets the color of edges in the visual style in the current viewport. >
VSEGEJITTER	-2 Makes edges on 3D objects appear wavy, as though they were sketched with a pencil. Turn off the jitter effect by... >
VSEGELEX	-6 Makes edges on 3D objects extend beyond their intersection for a hand-drawn effect. >
VSEGEOVERHANG	-6 Makes edges on 3D objects extend beyond their intersection for a hand-drawn effect. (1-100) >
VSEGES	1 Controls the types of edges that are displayed in the viewport. (0-1-2) >
VSEGESMOOTH	1 Specifies the angle at which crease edges are displayed. The range is 0 to 180. >
VSFACELORMODE	0 Controls how the color of faces is calculated. >
VSFACELIGHT	-30 Controls the level of transparency for 3D objects. >
VSFACELPACITY	-60 Turns on and off a preset level of transparency for 3D objects. >
VSFACELSTYLE	0 Controls how faces are displayed in the current viewport.
VSHALOGAP	0 Sets the halo gap in the visual style applied to the current viewport. The range is 0 to 100. >
VSHIDEPRECISION	0 Controls the accuracy of hides and shades in the visual style applied to the current viewport. >
VSINTERSECTIONCOLOR	7 Specifies the color of intersection polylines in the visual style applied to the current viewport. The initial value is 7... >
VSINTERSECTIONEDGES	0 Controls the display of intersection edges in the visual style applied to the current Viewport. >
VSINTERSECTIONLTYPE	1 Sets the linetype for intersection lines in the visual style applied to the current viewport. >
VSISIOONTOP	0 Displays isolines on top of shaded objects in the visual style applied to the current viewport. >
VSLIGHTINGQUALITY	1 Sets the lighting quality in the current viewport. >
VSMATERIALMODE	0 Controls the display of materials in the current viewport. >
VSMAX	Stores the upper-right corner of the current viewport's virtual screen. Expressed as a UCS coordinate.
VSMIN	Stores the lower-left corner of the current viewport's virtual screen. Expressed as a UCS coordinate.
VSMONOCOLOR	RGB:255,255,255 Sets the color for monochrome and tint display of faces in the visual style applied to the current ... >
VSOBSCUREDOLOR	By entity. Specifies the color of obscured (hidden) lines in the visual style applied to the current viewport. >
VSOBSCUREDLEDGES	1 Controls whether obscured (hidden) edges are displayed. >
VSOBSCUREDLETYPE	1 Specifies the linetype of obscured (hidden) lines in the visual style applied to the current viewport. >
VSOCCLUDEDOLOR	By entity. Specifies the color of occluded (hidden) lines in the visual style applied to the current viewport. >

VSOCCLUDEDEDGES	1	Controls whether occluded (hidden) edges are displayed. >
VSOCCLUDEDLTYPE	1	Specifies the linetype of occluded (hidden) lines in the visual style applied to the current viewport. >
VSSHADOWS	0	Controls whether a visual style displays shadows. >
VSSILHEDGES	0	Controls display of silhouette edges of solid objects in the visual style applied to the current viewport. >
VSSILHWIDTH	5	Specifies the width in pixels of silhouette edges in the current viewport. The range is 1 to 25. >
VSSTATE		Indicates whether the Visual Styles window is open or closed.
VTDURATION	750	Sets the duration of a smooth view transition, in milliseconds. The valid range is 0 to 5000.
VTENABLE	3	Controls when smooth view transitions are used. Smooth view transitions can be on or off for panning and zooming, ... >
VTFPS	7	Sets the minimum speed of a smooth view transition, in frames per second. When a smooth view transition cannot ... >
WHIPARC	0	Controls whether the display of circles and arcs is smooth. >
WHIPTHREAD	1	Controls whether to use an additional processor to improve the speed of operations such as ZOOM that redraw or ... >
WINDOWARECOLOR	150	Controls the color of the transparent selection area during window selection. The valid range is 1 to 255. >
WMFBKGNL	Off	Controls the background display when objects are inserted in Windows metafile (WMF) format. >
WMFFOREGND	Off	Controls the assignment of the foreground color when objects are inserted in Windows metafile (WMF) format. >
WORLDUCS		Indicates whether the UCS is the same as the WCS. >
WORLDVIEW	1	Determines whether input to the DVIEW and VPOINT commands is relative to the WCS (default) or the current UCS. >
WRITESTAT		Indicates whether a drawing file is read-only or can be revised. For developers who need to determine write status... >
WSAUTOSAVE	0	Saves changes you made to a workspace when you switch to another work space. >
WSCURRENT		Returns the current workspace name at the Command prompt and sets a workspace to current.
XCLIPFRAME	2	Determines whether xref clipping boundaries are visible or plotted in the current drawing. >
XDWGFADECTL	70	Controls the dimming for all DWG xref objects. The valid XDWGFADECTL system variable value is between -90 and 90. >
XEDIT	1	Controls whether the current drawing can be edited in-place when being referenced by another drawing. >
XFADECTL	50	Controls the fading intensity percentage for references being edited in-place. Valid values are from 0 to 90. >
XLOADCTL	2	Turns xref demand-loading on and off, and controls whether it opens the referenced drawing or a copy. >
XLOADPATH		<u>Varies</u> Creates a path for storing temporary copies of demand-loaded xref files. For more information, see XLOADCTL.
XREFCTL	0	Controls whether external reference log (XLG) files are created.
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 how much the magnification changes when the mouse wheel moves forward or backward. >
ZOOMWHEEL	0	Toggles the direction of transparent zoom operations when you scroll the middle mouse wheel. >

How to force AutoCAD to reset to its default system variables. – BACKUP BEFORE DOING THIS!

1. Windows > Run regedit (Registry Editor)
2. Browse to the key:
HKEY_CURRENT_USER\Software\Autodesk\AutoCAD\R18.x\ACAD-xx00:40x
(Varies by version, language and application.) and delete everything in the \R18.x\ folder.
3. Exit the Registry Editor
4. With any Window open press ALT then select Tools - Folder Options - View Tab and select the Show Hidden Files/Folders/Drivers box.
5. Delete the following 2 Windows folders:
WinXP: C:\Documents and Settings\USERNAME\Application Data\Autodesk\AutoCAD 2011
C:\Documents and Settings\USERNAME\Local Settings\Application Data\Autodesk\AutoCAD 2011
Win7/Vista: C:\Users\USERNAME\AppData\Roaming\Autodesk\AutoCAD 2011
C:\Users\USERNAME\AppData\Local\Autodesk\AutoCAD 2011
6. Restart AutoCAD to launch the secondary installer - this will restore the default system settings.

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