
Subject: Question about Renx

Posted by [Anonymous](#) on Tue, 31 Dec 2002 17:17:00 GMT

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make 2 barrels? you can select the objects and make them a group, so you move them all if you select any 1 part of the group. that is how I keep my models peices together. the virtual welding of polygons to polygons is a lot more complicated and leghthy (to me).just select the objects (after they are finished) and go to the menubar at the top and go in the "group" menu and group em. you have to ungroup them to modify them. [December 31, 2002, 17:18: Message edited by: DeafWasp]
