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Subject: A small mapping question.

Posted by [Sir Phoenixx](#) on Tue, 15 Feb 2005 22:21:34 GMT

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Select first object (make sure it's in editable mesh), right click->Attach and click on each of the other objects.

Then select the vertices around the edges of the areas that you want to connect, and under "Weld" on the "Create" tab on the right click on "Selected". You can either put the number up to a high enough number (100 or something) and select each pair of vertices and weld them, or make sure the groups of vertices that you want to connect are close enough and use the default number. Then you can match their smoothing groups so they look right.

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