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Subject: A small mapping question.  
Posted by [Naamloos](#) on Tue, 15 Feb 2005 20:54:47 GMT  
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I'm trying to map again, but i have a small question.

How do i make mutiple meshes(objects) 1?

<http://www.n00bstories.com/image.view.php?id=1036470719>

I wan't to make it 1 object instead of 5. How do i do this? The tuts at renhelp where not to helpfull for me.

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Subject: A small mapping question.  
Posted by [Spice](#) on Tue, 15 Feb 2005 21:01:36 GMT  
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I'm not quite sure what your saying. If you want them all one object , Convert to editable mesh and scroll down on your toolbar and look for the attach button and attach them all together. Then you can weld the vertices.

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Subject: A small mapping question.  
Posted by [Naamloos](#) on Tue, 15 Feb 2005 21:19:22 GMT  
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Sorry for my bad english today. :oops:

That didn't really fix my problem, i though it would but it made no difference.

What i am looking for is an easy way to fix:

<http://www.n00bstories.com/image.view.php?id=1015054283>

Everytime i think i got it right then turn it around only to see it fucked up on the other side again... :oops:

Help the biggest n00b at 3D out please...

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Subject: A small mapping question.  
Posted by [Oblivion165](#) on Tue, 15 Feb 2005 21:45:51 GMT  
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Two Different meshes to be placed together.

Get the Axis of the vertex you want the other meshes vertex to line up with

Put the other Vertex's axis on the one you want to move over.

Repeat, and you have a perfect match mesh.

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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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Subject: A small mapping question.

Posted by [Naamloos](#) on Tue, 15 Feb 2005 23:01:50 GMT

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The instructions you gave me Sir Phoenixx, don't work, since i can't find this "Weld" thing anywhere in renX. (except for "target weld" and that has no effect).

And oblivion165, i already knew that... But i can't tell what vert is located where sinds it's all messy. I also can't detach the objects... Omg \*goes crazy\*

It's late for me... Ill look at it more carefully later... :bomb: :crazy:

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Subject: A small mapping question.

Posted by [Slash0x](#) on Wed, 16 Feb 2005 00:05:25 GMT

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<http://renhelp.co.uk/?tut=8>

Somerrhino is the man! When I first started learning, I used this tutorial to learn how to get started. Should help out bunches and learn new stuff. Good luck!

[Slash0x]

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Subject: A small mapping question.

Posted by [Sir Phoenixx](#) on Wed, 16 Feb 2005 02:44:40 GMT

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NaamloosThe instructions you gave me Sir Phoenixx, don't work, since i can't find this "Weld" thing anywhere in renX. (except for "target weld" and that has no effect).

Then you must have not looked, because it's exactly where I said it was...

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Subject: A small mapping question.

Posted by [Spice](#) on Wed, 16 Feb 2005 04:11:44 GMT

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Here , I made a quick video to show you. (Also to play with my new graphics card)

Attach Video

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Subject: A small mapping question.

Posted by [Slash0x](#) on Wed, 16 Feb 2005 06:11:52 GMT

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Sir PhoenixxThen you must have not looked, because it's exactly where I said it was...

<http://www.n00bstories.com/image.fetch.php?id=1092846564>

LOL, could you have made those arrows any bigger?

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Subject: A small mapping question.

Posted by [Naamloos](#) on Wed, 16 Feb 2005 08:24:06 GMT

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Sir PhoenixxNaamloosThe instructions you gave me Sir Phoenixx, don't work, since i can't find this "Weld" thing anywhere in renX. (except for "target weld" and that has no effect).

Then you must have not looked, because it's exactly where I said it was...

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I can't see it... JK.

Thanks all, your info has been of great help to this n00b.

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Subject: A small mapping question.

Posted by [Sir Phoenixx](#) on Wed, 16 Feb 2005 14:38:35 GMT

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Slash0xSir Phoenixx Then you must have not looked, because it's exactly where I said it was...

<http://www.n00bstories.com/image.fetch.php?id=1092846564>

LOL, could you have made those arrows any bigger?

Actually, I was going to make it one gigantic arrow covering the entire space above the Weld section...

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