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Subject: Vertix welding?

Posted by [Anonymous](#) on Sun, 12 Jan 2003 06:41:00 GMT

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Can someone explain vertix welding? Thanks

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Subject: Vertix welding?

Posted by [Anonymous](#) on Sun, 12 Jan 2003 07:22:00 GMT

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vertex get your object you want to do this in, go into sub-object mode, select the vertex's you want to weld, use the sizing tool (small white box in a larger black box) (best use the porportional one, so it sizes it in every direction) and size them so they're as close as possible, than scroll down on the right toolbar until you come to the little welding sectin, and hit target (or the first button, whichever it is, the one with the "0.1" value in the textbox next to it) and it joins them together...i hope that helps you

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 07:26:00 GMT

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also, replace the value "0.1" with "1.0" and you wont have to do much resizing...(yeah i know why it's '0.1' for, so it doesn't accidentally join other unwanted vertices together, but there will seldomly be a vertex within 1 unit of the two you want to join...)(you could also select all the vertices in the object, and hit the same button (with 1.0) and it would join every vertex to every other vertex that is within the allowed distance)

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Posted by [Anonymous](#) on Sun, 12 Jan 2003 07:27:00 GMT

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Or instead of reportioning the vertices, you can also increase that 0.1 value. What that is, is how close the vertices have to be to be considered "weldable".Edit: You beat me to it, Phoenix [ January 12, 2003, 07:28: Message edited by: Taximes ]

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