
Subject: Welding

Posted by [Anonymous](#) on Tue, 14 Jan 2003 16:43:00 GMT

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Could somebody tell me how to weld two meshes together? [January 14, 2003, 16:59: Message edited by: maytridy]

Subject: Welding

Posted by [Anonymous](#) on Tue, 14 Jan 2003 16:46:00 GMT

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I want ot know this too. And you spell it "how" not "hoe".

Subject: Welding

Posted by [Anonymous](#) on Tue, 14 Jan 2003 16:54:00 GMT

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Select the two points and find "Selected" on the right toolbar. (its in a box called weld). Click it and there you go. The higher the number in the box th futher away to points can be welded

Subject: Welding

Posted by [Anonymous](#) on Tue, 14 Jan 2003 16:57:00 GMT

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there's two ways...select the first object, right click, convert to editable mesh, right click, attach, than click the other object, they are now attached together...orclick the first object, go to the geometry tab, click the pulldown menu, click compound, click bollean, go down and click addition (i think that's what it's called on that menu...), than click the add button (centered on the menubar a little up. again, whatever it's called...) above it, than click the object you want to connect it to. but, doing it this way adds polygons (you'll notice that the polies change to join the new object, thus creating new ones (and in some cases losing some)(the first method is alot better)

Subject: Welding

Posted by [Anonymous](#) on Tue, 14 Jan 2003 17:02:00 GMT

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quote: And you spell it "how" not "hoe". Lol, my bad. (fixed it) And by the way, attaching them is not what i want because i am trying to get rid of the white lines\dots (whatever u call em') Thanks though

Subject: Welding

Posted by [Anonymous](#) on Tue, 14 Jan 2003 17:04:00 GMT

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I can't find the box called weld, can you give me a pic or tell me how to find it? (Thanks Grenader)

Subject: Welding

Posted by [Anonymous](#) on Tue, 14 Jan 2003 17:09:00 GMT

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oh, you want to weld vertices together??? I thought since you said you wanted to weld meshes together, that you wanted to weld meshes together. Go Figure...to weld vertices go into sub-object and into vertex mode, select all vertices in the object (or you could select each pair 1 by 1 and take 5 min longer), then go down the right menu bar till you come across the welding section, change the value in the first textbox to 1.0 and click the button next to it and it'll join all vertices in the object that you selected that are within 1.0 units of each other.

Subject: Welding

Posted by [Anonymous](#) on Tue, 14 Jan 2003 17:16:00 GMT

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Thanks for the help, but since I'm such a dumbass, I can't find the sub-object and vertex. Where and what are they? [January 14, 2003, 17:16: Message edited by: maytridy]

Subject: Welding

Posted by [Anonymous](#) on Tue, 14 Jan 2003 18:01:00 GMT

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sub-object mode means that it's below object mode (and object would be the box, or the cylinder, or the tube, etc., in subobject you get to edit the parts of an object, like the individual polygons, or the vertices, or the faces, etc.), and those dots are called 'vertices' (plural for a vertex) (definition of a vertex is a point where lines connect, each corner on a triangle would be a vertex, or on a square, etc.) right click on the selected object, go down and out and click the "Convert to editable mesh", now you're in Sub-Object Mode...it automatically changes the right menu bar to the edit tab, there are some 5 buttons with red symbols, one with several dots is the Vertex button (allows you to edit the individual Vertices), one with the box is the Polygon tool (allows you to edit the polygons), another is the face(aka edge I think...) tool, allows you to edit those lines, etc., click the vertex one and you can delete, move, etc the vertices, after that do like it says above to weld them together... [January 14, 2003, 18:03: Message edited by: Sir Phoenixx]

Subject: Welding

Posted by [Anonymous](#) on Tue, 14 Jan 2003 18:07:00 GMT

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quote:Originally posted by maytridy:I can't find the box called weld, can u give me a pic or tell me how to find it? (Thanks Grenader)This should help you. I tried to write as bright as possible.....but its hard to read.This should help<http://www.n00bstories.com/image.fetch.php?id=1532659642>uld

Subject: Welding
Posted by [Anonymous](#) on Wed, 15 Jan 2003 13:43:00 GMT
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You will need some .308 stainless steel wire, and a tig torch.

Subject: Welding
Posted by [Anonymous](#) on Wed, 15 Jan 2003 14:33:00 GMT
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quote:Originally posted by KIRBY098:You will need some .308 stainless steel wire, and a tig torch.oops forgot about that part. Its the fun part.....sparks flying down your gloves.....your jeans catching on fire.....(this happened to my friend)

Subject: Welding
Posted by [Anonymous](#) on Thu, 16 Jan 2003 00:04:00 GMT
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Lol, Thanks a butload guys! I have been there all the time, just didn't know it! haha, well thanks a ton grenader and sir pheonix

Subject: Welding
Posted by [Anonymous](#) on Thu, 16 Jan 2003 08:23:00 GMT
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Only happens with MIG, and Stick welding. TIG has no sparks unless you're doing it wrong. Just an arc, and filler wire.
