
Subject: ??

Posted by [ohmybad](#) on Sat, 24 May 2003 01:43:59 GMT

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How do I weld objects together?

Subject: ??

Posted by [lmdgr8one](#) on Sat, 24 May 2003 01:59:16 GMT

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attatch?

Subject: yeah...

Posted by [ohmybad](#) on Sat, 24 May 2003 02:00:48 GMT

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yeah thats it.

Subject: ??

Posted by [spreegem](#) on Sat, 24 May 2003 02:02:33 GMT

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use the link button looks like a chain connecting 2 boxes

Subject: k

Posted by [ohmybad](#) on Sat, 24 May 2003 02:03:18 GMT

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thanks

Subject: ??

Posted by [spreegem](#) on Sat, 24 May 2003 02:15:44 GMT

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NP what is it ur modeling??

Subject: simple

Posted by [ohmybad](#) on Sat, 24 May 2003 02:23:30 GMT

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Lego block....lol im making a map made of lego

Subject: ??

Posted by [spreegem](#) on Sat, 24 May 2003 02:45:09 GMT

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Ohh cool a map of legos that would be funny to see are you like supposed to be a toy soldier or something that would be fun

Subject: ??

Posted by [lmdgr8one](#) on Sat, 24 May 2003 03:11:13 GMT

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w00ty Mcw00tage on the lego man!

Subject: ??

Posted by [spreegem](#) on Sat, 24 May 2003 03:28:33 GMT

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Lego map would be the Ownage it would be funny to see everything made out of legos LOL Lego barr, lego WF, LOL ROFLMAO

Subject: hmm

Posted by [ohmybad](#) on Sat, 24 May 2003 15:39:42 GMT

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I'll even make lego men

Lego block:

Subject: ??

Posted by [Sir Phoenixx](#) on Sat, 24 May 2003 18:14:48 GMT

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spreegemuse the link button looks like a chain connecting 2 boxes

That's to link an object to another, you'll notice that you can move one of the objects independantly, but when you move the other object it moves both.

To attach objects, select one, right click->attach and click on the second object, deselect. (Or you can do boolean unite by selecting one of the objects, going to boolean under create, go down and make sure Union A+B is selected, go back up and click "Pick Operand B" and select the second object. This method adds polygons though.)
