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Subject: adding handles

Posted by [FynexFox](#) on Sun, 22 Feb 2004 21:09:07 GMT

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ok, those handles when your like making hills in renx, there blue boxesd and you drag em, well anyways, how do i add more. the ammount they give isnt enough for me and my map im making. i need more.

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Subject: adding handles

Posted by [Gernader8](#) on Sun, 22 Feb 2004 21:11:46 GMT

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Umm.....what?

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Subject: adding handles

Posted by [spreegem](#) on Sun, 22 Feb 2004 21:17:55 GMT

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I think he means the vertexes you drag around or something. . . I know what you mean, but I'm not the best at explaining things.

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Subject: adding handles

Posted by [Gernader8](#) on Sun, 22 Feb 2004 21:24:43 GMT

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I think I get it now.....Do you mean (fox) that you need more vertexes to drag or more XYZ axis handles to drag? You can create more sections (vertexes) when you create the object. Just look in the side menu.

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Subject: adding handles

Posted by [FynexFox](#) on Sun, 22 Feb 2004 21:31:28 GMT

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thanx!

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Subject: adding handles

Posted by [FynexFox](#) on Sun, 22 Feb 2004 21:35:12 GMT

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ok, i got em added but when i move em they dont move the acctuall land. sniff sniff.

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Subject: ok

Posted by [FynexFox](#) on Fri, 05 Mar 2004 20:43:57 GMT

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um, can somebody tell me how to add the vertexes so they actually work, they dont when i add them:-(  

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Subject: adding handles

Posted by [IRON FART](#) on Fri, 05 Mar 2004 23:16:30 GMT

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1. Learn to read/write
  2. Set the length, height and width segments before you convert your object into an editable mesh to make your hills.
  3. Use Mesh Smooth to add more vertexes to your object. (Modify Tab>Dropdown Box> Mesh Smooth)
- 

Subject: adding handles

Posted by [Genocide](#) on Sat, 06 Mar 2004 12:36:27 GMT

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You can add more verticies by right clicking on your mesh and doing this:

- .Convert To > Editable Poly
- .Press the 3 Red Dots in the right menu.
- .Press Cut button in menu
- .Click a vertex and then it will make a line, click a vertex near the one u already selected.

There you go.  

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Subject: adding handles

Posted by [zoogly](#) on Sat, 06 Mar 2004 16:40:00 GMT

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omg...

Those are not handles, they are vertexes.

There are more of them when you make more segments on your plane.  

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