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Subject: BoOoOoOoLLEeaannNN !!!

Posted by [Anonymous](#) on Mon, 03 Feb 2003 13:42:00 GMT

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what you use depends on what your trying to do...if there's a hole in the mesh that you want to get rid of, go into sub-object on it, select all the verts that you want to bring together, scale them so that they are close together and go down to the welding section on the toolbar, change the value in the textbox to 1.0 and hit the Target button beside it, if the vertices are within 1 unit of each other it will weld them all together closing the hole...if you have two things, like the ground and a hill (which are two seperate objects), and you want them joined together, position them so that one over laps the other (like the hill slightly goes into the ground) you could either click on one of them, go into sub-object, right click, attach, than click on the other one(doesn't make any new polygons, but it doesn't delete the polygons that are left inside the objects, but you can manually delete the polygons inside and join the verts). Or you could click on one of the objects, go to the Create tab, under Geometry, click on Boolean in that first Drop Down Menu, go down, make sure "Union A+B" (i think that's what it is) is selected, go up and click the "Pick Operand B", than click on the object you want to unite it with; Doing it this way creates extra polygons but also deletes the polygons that are left inside the objects.(i only mentioned these because you only mentioned that you wanted to close a hole in your map...)

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