
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 menubar 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]
