Subject: Welding
Posted by Anonymous on Tue, 14 Jan 2003 16:57:00 GMT
View Forum Message <> Reply to Message

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)