
Subject: Vertex welding?

Posted by [Anonymous](#) on Sun, 12 Jan 2003 07:27:00 GMT

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Or instead of reportioning the vertices, you can also increase that 0.1 value. What that is, is how close the vertices have to be to be considered "weldable".Edit: You beat me to it, Phoenix [January 12, 2003, 07:28: Message edited by: Taximes]
