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Subject: Vertex welding?

Posted by [Anonymous](#) on Sun, 12 Jan 2003 07:26:00 GMT

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also, replace the value "0.1" with "1.0" and you wont have to do much resizing...(yeah i know why it's '0.1' for, so it doesn't accidentally join other unwanted vertices together, but there will seldomly be a vertex within 1 unit of the two you want to join...)(you could also select all the vertices in the object, and hit the same button (with 1.0) and it would join every vertex to every other vertex that is within the allowed distance)

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