
Subject: Vertex welding?

Posted by [Anonymous](#) on Sun, 12 Jan 2003 07:22:00 GMT

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vertex get your object you want to do this in, go into sub-object mode, select the vertex's you want to weld, use the sizing tool (small white box in a larger black box) (best use the porportional one, so it sizes it in every direction) and size them so they're as close as possible, than scroll down on the right toolbar until you come to the little welding sectin, and hit target (or the first button, whichever it is, the one with the "0.1" value in the textbox next to it) and it joins them together....i hope that helps you
