Subject: Welding...
Posted by maytridy on Sat, 31 May 2003 19:39:26 GMT

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Convert to editable mesh.

Use the vertex mode.

Scroll down on the right hand toolbar untill you see a box called weld.

In the type-in box next to "selected" set it to about 20.

Select the two vertices you wish to weld and hit "selected".

Make sure that the vertices are within 20 units of each other (or change the selected type-in to more)