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Subject: Re: Vertex Renx

Posted by [R315r4z0r](#) on Tue, 14 Aug 2007 20:18:34 GMT

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All you need to do is make sure you make a mesh that has more than 1x1x1 segments. Then convert it to Editable Mesh, and then turn on vertex mode.

All the intersections between your segments are vertexes that you can move to manipulate the mesh. You don't manually place Vertexes, they are already there.

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