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Subject: Creating a cave(inner and outer) in g-max  
Posted by [Cpo64](#) on Mon, 24 Mar 2003 21:42:51 GMT  
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Sir PhoenixxTitan1x77how do i weld vertices?.....just selecet the vertices from two different objects and press weld?

Combine the objects, select the vertices, and weld.

Just remember, that the first object you select will keep its properties, while the other objects properties will be lost (W3D export options, some other stuff) Select your vertices 2,3,4 or more, set the max weld distance, then hit weld. When I am doing a lot of attaching, I select all the vertices and set the wield to about 1 and hit wield, it gets rid of some holes that you might miss.

It is better to attach and wield before you start texturing, sometimes.

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