
Subject: Round Edges

Posted by [Sn1per74*](#) on Wed, 14 Mar 2007 02:38:57 GMT

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a.) How do you round off edges of boxes in Gmax?

b.) Also, is there a way to snap objects to the ends of other objects?

Subject: Re: Round Edges

Posted by [c0vert7](#) on Wed, 14 Mar 2007 04:01:50 GMT

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1. Move the vertex to a point you like . Unless u mean perfectly round, than I would make a hemisphere on the top.

2.Weld Tool

Subject: Re: Round Edges

Posted by [Jerad2142](#) on Wed, 14 Mar 2007 05:47:55 GMT

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The only way I know to attach an object to another (besides Boolean) is to convert the object to an editable mesh, click attach and click on the object that you are going to attach.
