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Subject: Gmax! Urgent! Attach Vertex to Edge?  
Posted by [rrutk](#) on Thu, 18 Dec 2008 18:02:46 GMT  
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Urgent!

How to attach a new created Vertex-Point to an Edge of another Polygon?

Not to an vertex of the other polygon...

Goal is to have a new vertex point on that edge between the other vertexes.

(a blue point to a white line which point not belongs to)

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Subject: Re: Gmax! Urgent! Attach Vertex to Edge?  
Posted by [rrutk](#) on Thu, 18 Dec 2008 20:25:41 GMT  
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ok, found it.

- 1) Divide the edge to create another fixed vertex
- 2) Weld with the created vertex

Should work...

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Subject: Re: Gmax! Urgent! Attach Vertex to Edge?  
Posted by [GEORGE ZIMMER](#) on Thu, 18 Dec 2008 21:03:21 GMT  
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That, or you could use math to divide the numbers in half, then place the vertex there, without having to make more polys.

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Subject: Re: Gmax! Urgent! Attach Vertex to Edge?  
Posted by [rrutk](#) on Thu, 18 Dec 2008 22:11:05 GMT  
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thx, solved...

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Subject: Re: Gmax! Urgent! Attach Vertex to Edge?  
Posted by [Veyrdite](#) on Fri, 19 Dec 2008 06:56:35 GMT  
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You could simply use the tool that was designed for that purpose instead

Right-click the '3D snap toggle' button in your bottom toolbar

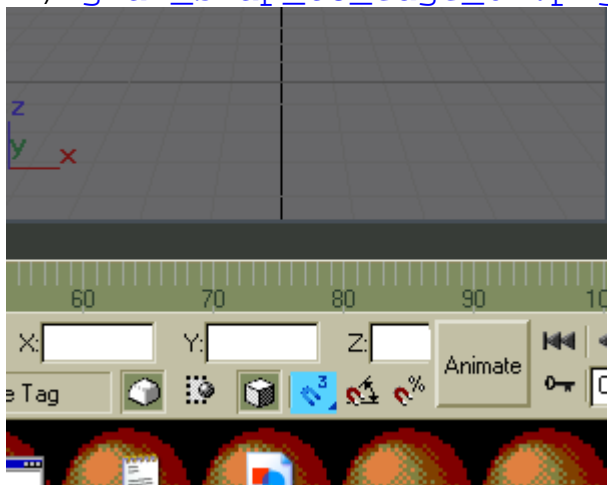
Tick the box labeled 'Edge'

Now close that window, and left-click the button so it is pressed down. To turn snap off, simply left-click the button again.

## File Attachments

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1) [gmax\\_snap\\_to\\_edge\\_01.png](#), downloaded 459 times



2) [gmax\\_snap\\_to\\_edge\\_02.png](#), downloaded 464 times

