

---

Subject: renx question....attaching or welding to boxes together

Posted by [Titan1x77](#) on Sat, 22 Mar 2003 05:48:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i made 4 boxes to create walls,then i created a box for the floor

How do i weld these together to make just 1 object so i can use the boolean tool to cut the nod/gdi doors thru it?

---

---

Subject: renx question....attaching or welding to boxes together

Posted by [laeubi](#) on Sat, 22 Mar 2003 09:00:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

1. convert all of them to editable mesh
2. select attach in the Modifiertab (at edit Geometrie)
3. click on every boy ou want to attach
4. click Attc again

Ready

---

---

Subject: renx question....attaching or welding to boxes together

Posted by [Titan1x77](#) on Sat, 22 Mar 2003 20:53:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

thanks laubi...how do i weld to lines that meet at the same spot?

or does attaching them automaticly weld the lines?

---

---

Subject: renx question....attaching or welding to boxes together

Posted by [Sir Phoenixx](#) on Sat, 22 Mar 2003 21:36:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Attaching objects together doesn't weld or do anything else, the only thing it does is it "groups" them together.

If you want to attach objects, and weld them together and whatever, than it's Boolean Unite.

1. Select an Object.
2. Go to Boolean under Create.
3. Go down and click the "Union A+B" radio button
4. Click on "Pick Operand B"
5. Click on the object you want to unite it with.
6. De-Select the object
7. Follow steps 1-6 again with different objects (like if you want to Boolean Unite multiples of

objects.

---

---

Subject: renx question....attaching or welding to boxes together

Posted by [laeubi](#) on Sat, 22 Mar 2003 21:49:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I really recommedn to use the attac function instead of boolean, because it mix up your texture and increases the polycount, if you only want to conect to objects, atrach is your choice

---

---

Subject: renx question....attaching or welding to boxes together

Posted by [Sir Phoenixx](#) on Sun, 23 Mar 2003 00:44:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Titan1x77thanks laubi...how do i weld to lines that meet at the same spot?

He said he wanted it to weld them together when it attaches, Attach doesn't do that. Attach is best if you just want to group things together, it isn't if you want to actually attach objects together and make them look like they actually are one object.

---

---

Subject: renx question....attaching or welding to boxes together

Posted by [Titan1x77](#) on Sun, 23 Mar 2003 07:01:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

thanks sir...and thanks laubi they both were helpful....but i wanted to make it so that it's just one object with no lines showing...therefore i needed to weld it....whats the weld tab for then if boolean does the job i need done?

---

---

Subject: renx question....attaching or welding to boxes together

Posted by [laeubi](#) on Sun, 23 Mar 2003 11:17:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think it makes, that vertices that are very near are merged togeter to on.  
After attach you can use also the 'Optimize' modifier.

---