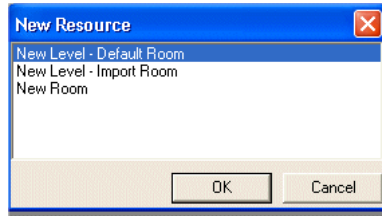


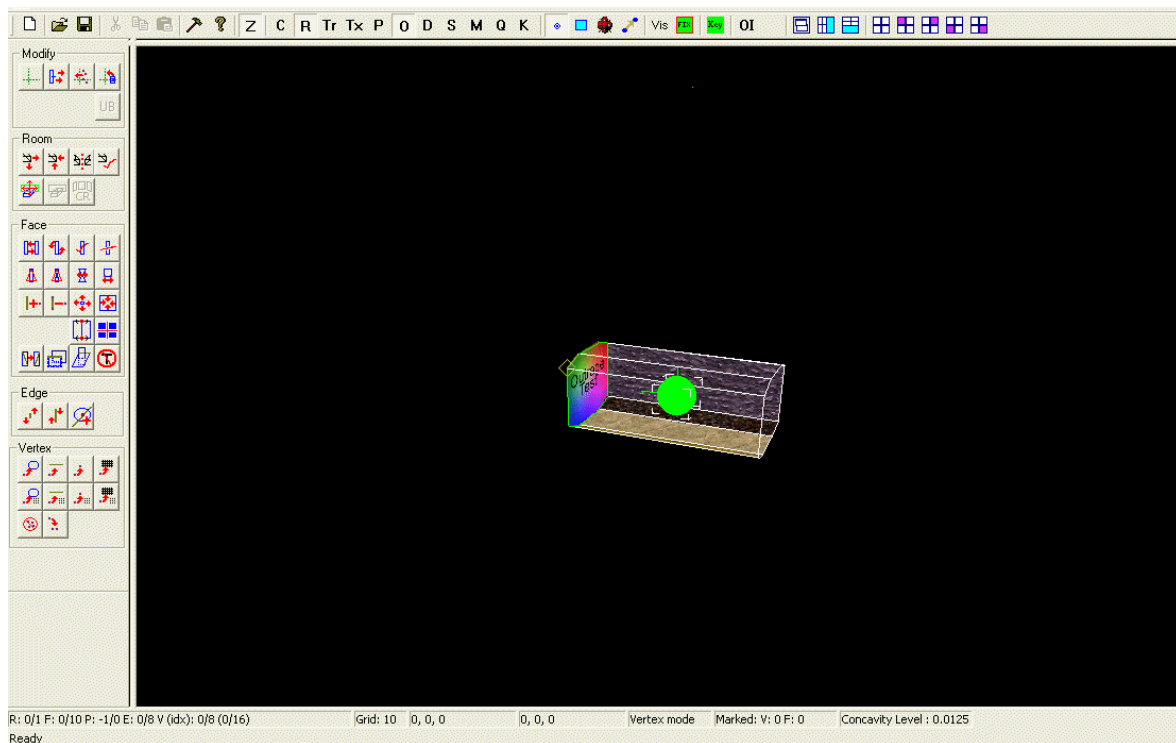
## Split rooms (v1.0) AT AN

### **Example:**

Start the Editor and create a new room:



Result should look like this in perspective view:



We don't need to look for the player object, it's not needed.

Hint:

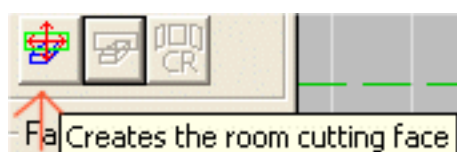
This function isn't perfect, be careful with it.

For rooms which are very complex, such with lot of segments inside, deselect 'creating face'.

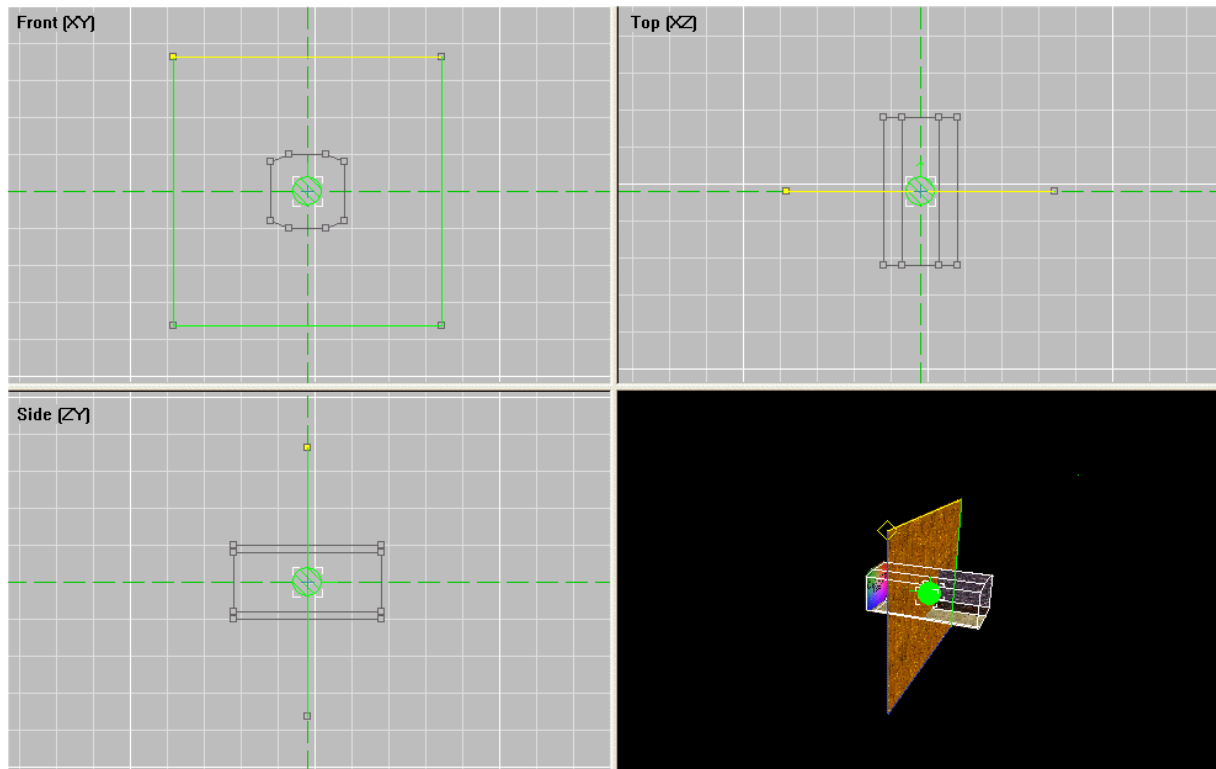
As ever, you should not handle rooms with portals with this function.

### **How to**

Press this button inside the Room Bar:

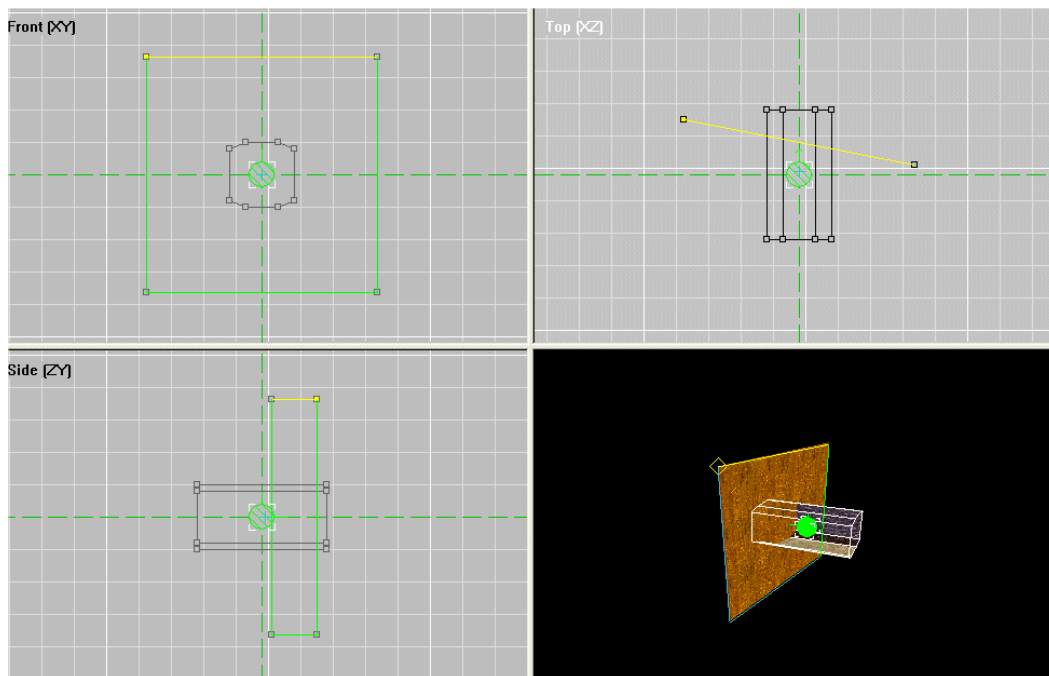


This will create a cutting-face (with Current Texture ).



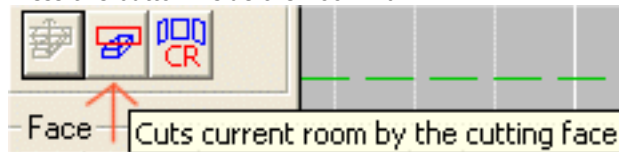
### **Placing the cutting-face:**

While the grid is active use the Numpad keys.  
(i.e. NP2, NP4, NP6, NP8, Ctrl+Alt+NP1 or NP3)

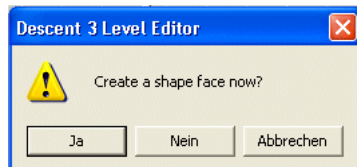


## Cut the room:

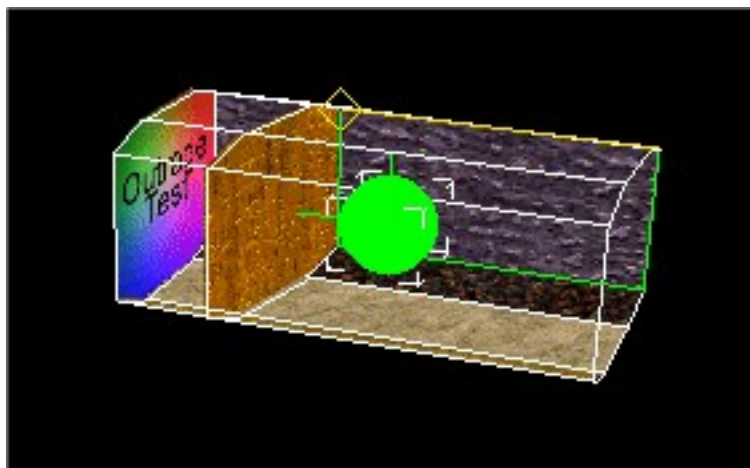
Press this button inside the Room Bar:



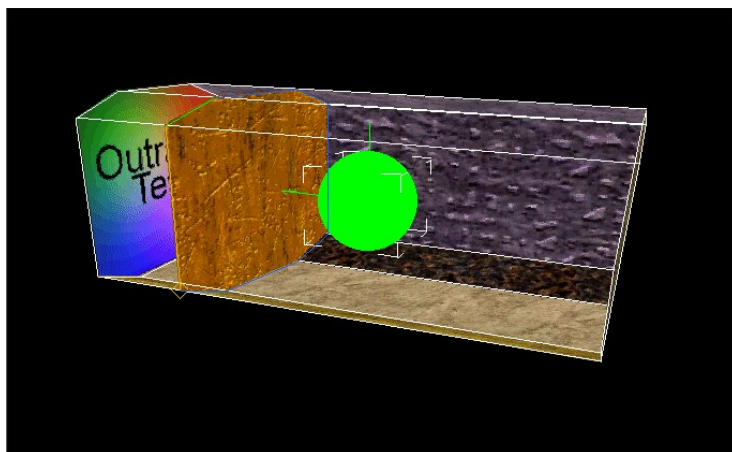
D3Edit ask for inserting a new face at the cut.  
If not wanted, vertices are inserted only.  
Again, don't insert a face in complex rooms.



In fact we hit 'Yes' and this created a face at the cut:



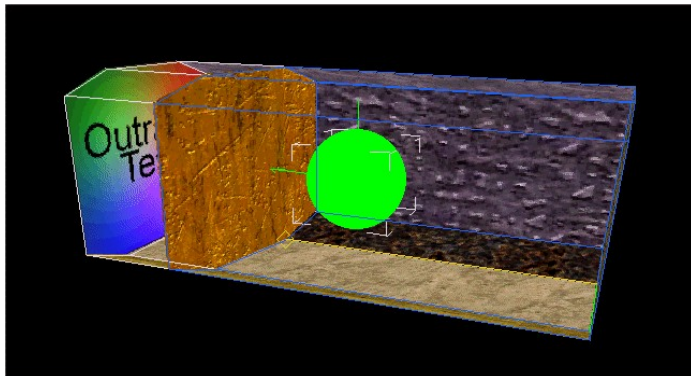
We could mark all wanted Faces, copy them  
and insert them as a new room now.  
But there is a little helper. To use it we mark the new face now.



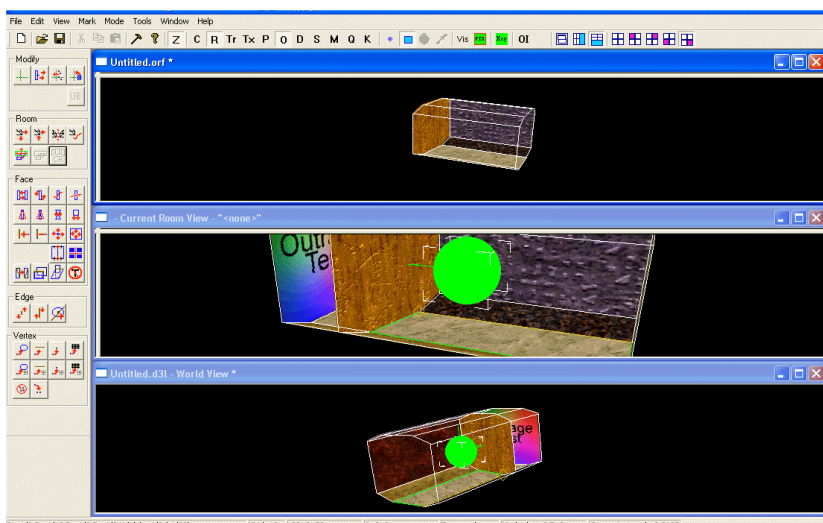
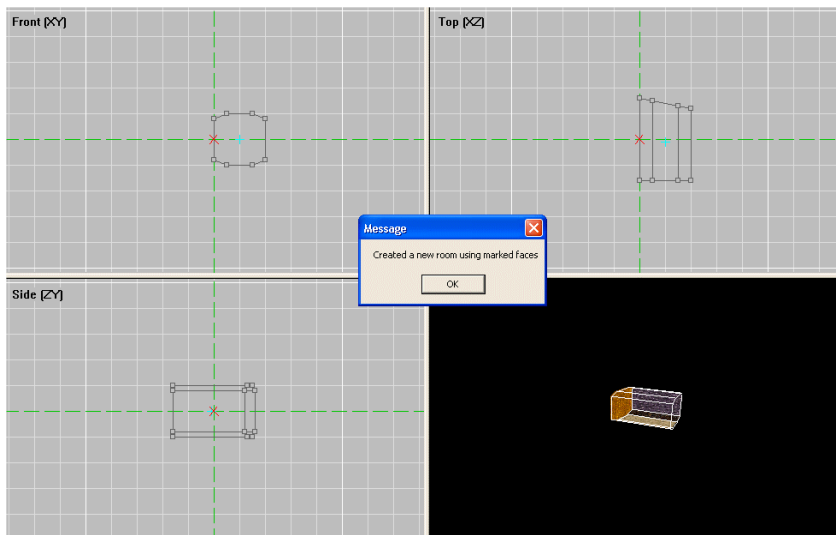
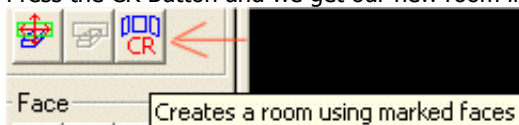
Hit the '-Split marked faces vertices-' button:



After that we need to select a current Face inside the wanted part and press Numpad0.  
All needed Faces are marked.



Press the CR Button and we get our new room inside a new room view:



You may delete, move the marked faces inside the start room now.  
Not to forget! Close the Room Shell now and delete double Vertices!!