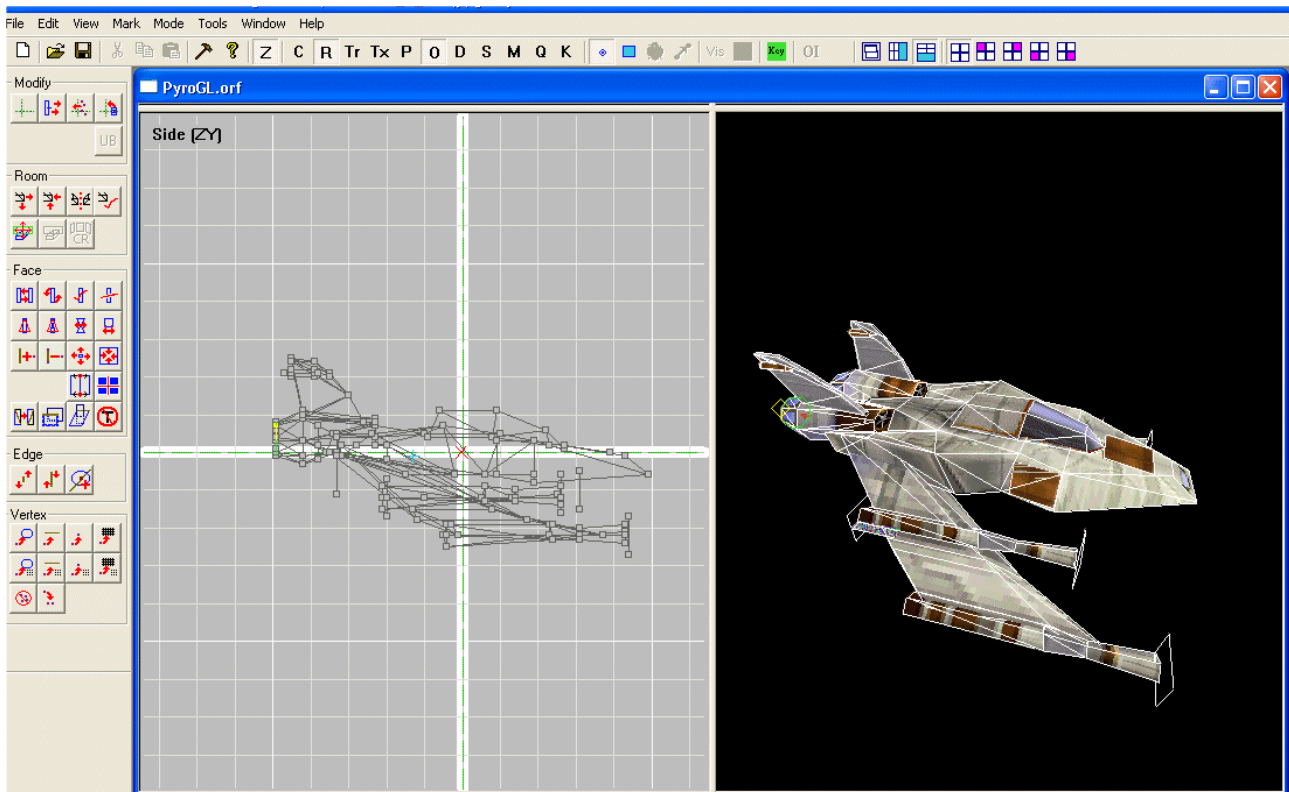


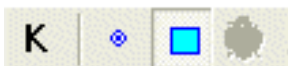
Get Segments (V1.0) Atan

Example:

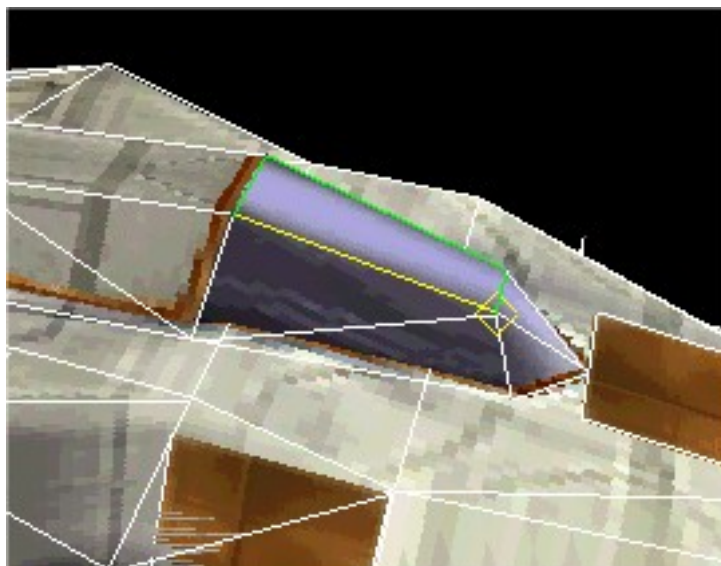
In our level, we built a little spaceport, and we would like to park there a pair of Pyros.
The idea is: a Pyro should be placed with its cockpit opened for maintenance etc.
With the OOF Editor, we have already converted the Pyro OOF in ORF and loaded it into D3edit.



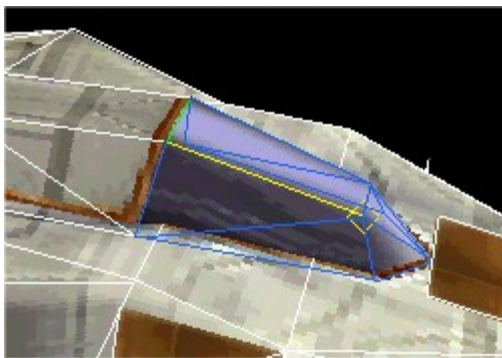
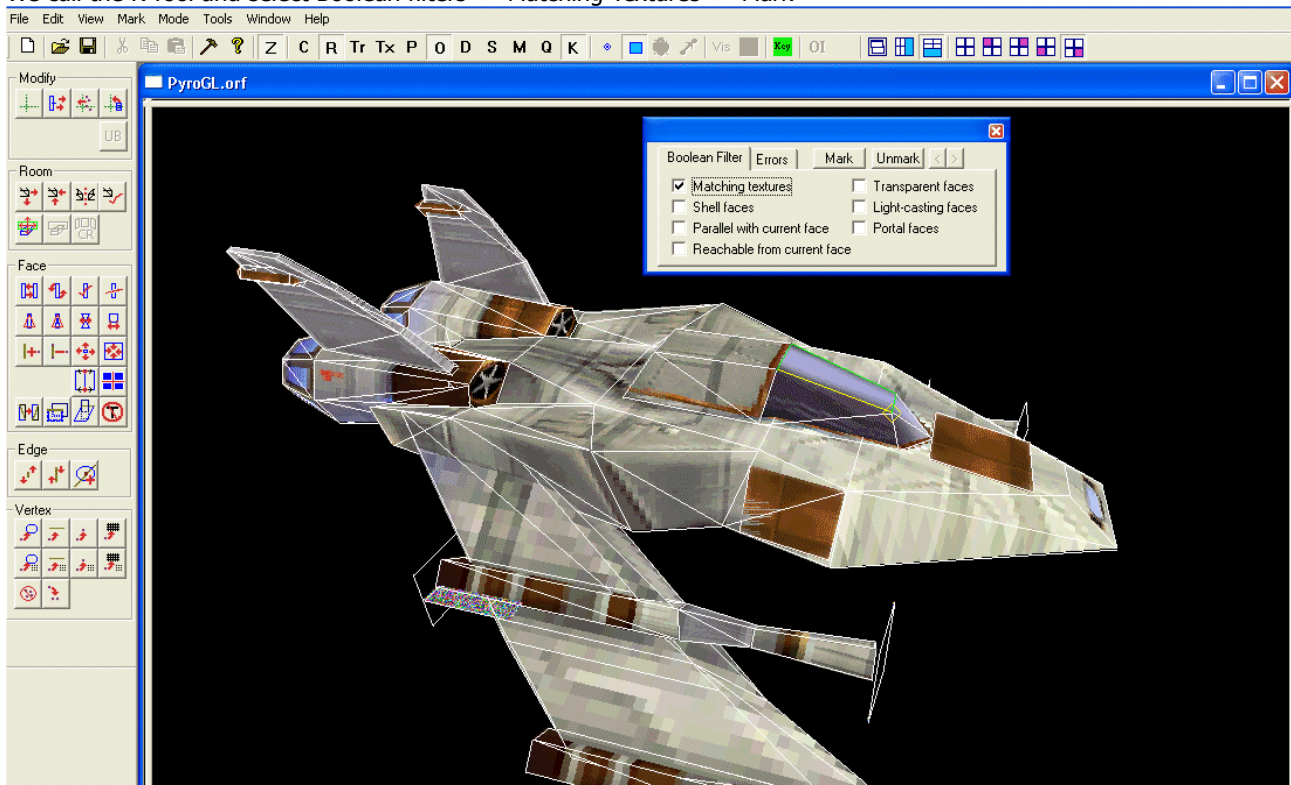
Using TAB, or this button on the tool bar, we switch to Face mode:



We now select a cockpit Face



We call the K-Tool and select Boolean filters -> Matching Textures -> Mark



Now we are going to use this function:

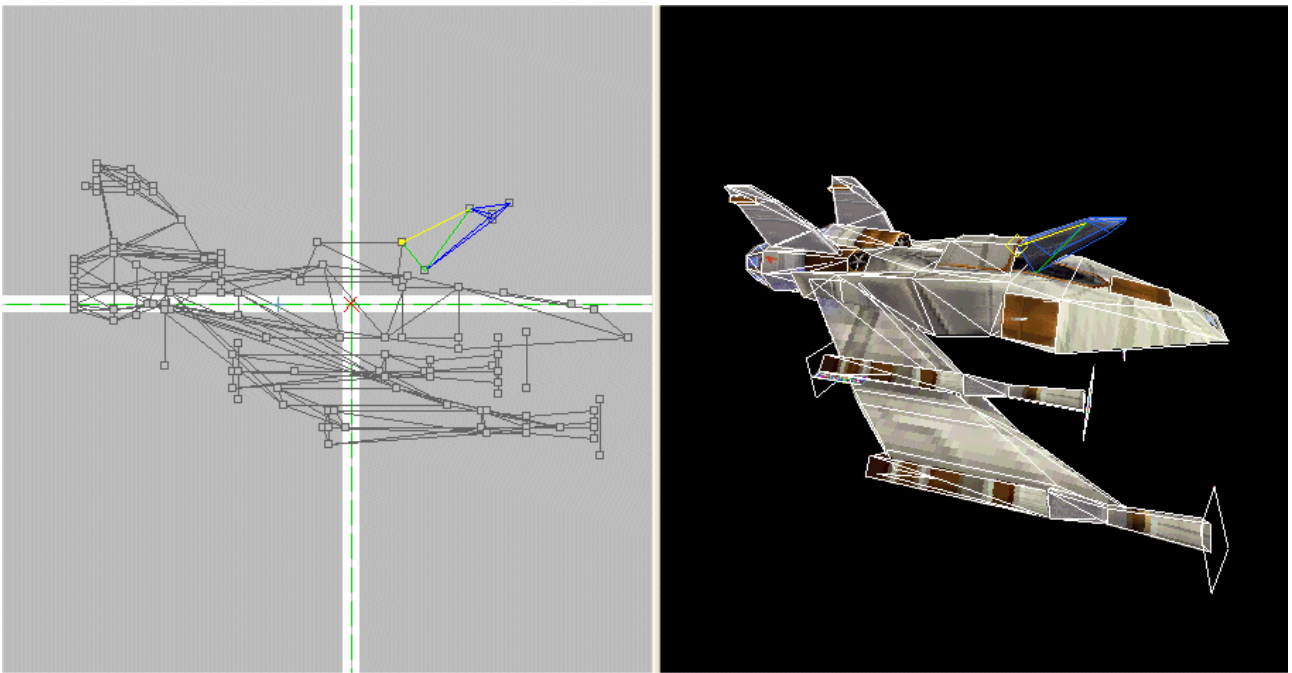


The presentation does not change, but we have split all the vertices of the marked faces of the structure. The faces have now been separated from the adjacent faces. Now we have to select the vertex for which we want to rotate the marked faces around: (TAB - press this key to select the Vertex mode)



(TAB - press this key to select the Face Mode)

In the activated side view and with Ctrl + Numpad1 or Ctrl + NUMPAD3 we rotate the faces in the desired position:



Maybe do a little interior work, build an headset or simply close the holes.
If necessary, delete the superfluous Faces Glow, GP etc. or the duplicate vertices
and our parked Pyro is ready.



Sure, the Faces may also be selected quickly and then individually marked,
the extraction of individual areas for processing is safe but will take longer
than the above described way.