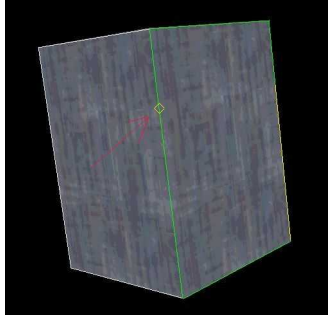
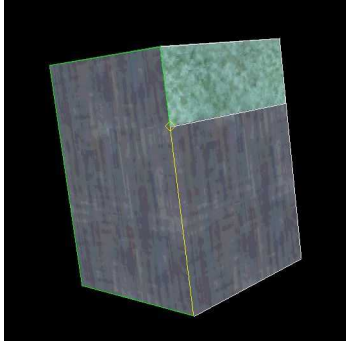


Micro-D3-Edit Tipps 7 (v1.0) Atan

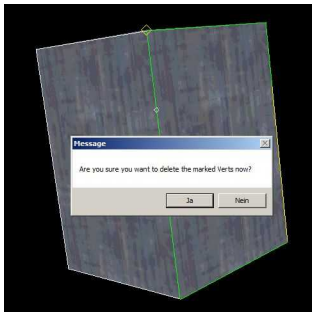
While combining Faces (Ctrl+Shift+Leftclick) we often get unwanted verts. These vertices are unwanted because they may produce holes into your Roomshell if the resulting edges are not exact in line.



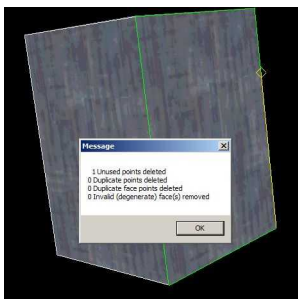
No big deal to delete this single vert, but if you are getting some more unwanted vertices while clicking from face to face you will find a handy tool inside the RoomBar to eliminate these vertices automatically.



Press this one and you'll see the following message:



Press Ja/Yes and you can see the next message after a short delay:



Now the unwanted vertices are removed by D3Edit.



With the PtE DropDown menu you can set how accurate D3Edit will search for the verts. 0.00125 is the default value for this. You may change the value for very small architectures.