Subject: SHADE_VOLUME and getting disconnected meshes.
Posted by arm2arm on Mon, 14 Apr 2008 13:50:43 GMT

Hello,
I would like to get an number of disconnected surfaces produced by
SHADE_VOLUME.
Ex:
SHADE_VOLUME, field, thr, vert, poly, LOW = low

Are there way to get the vertexes for each disconnected surface?

thanks
Arman.