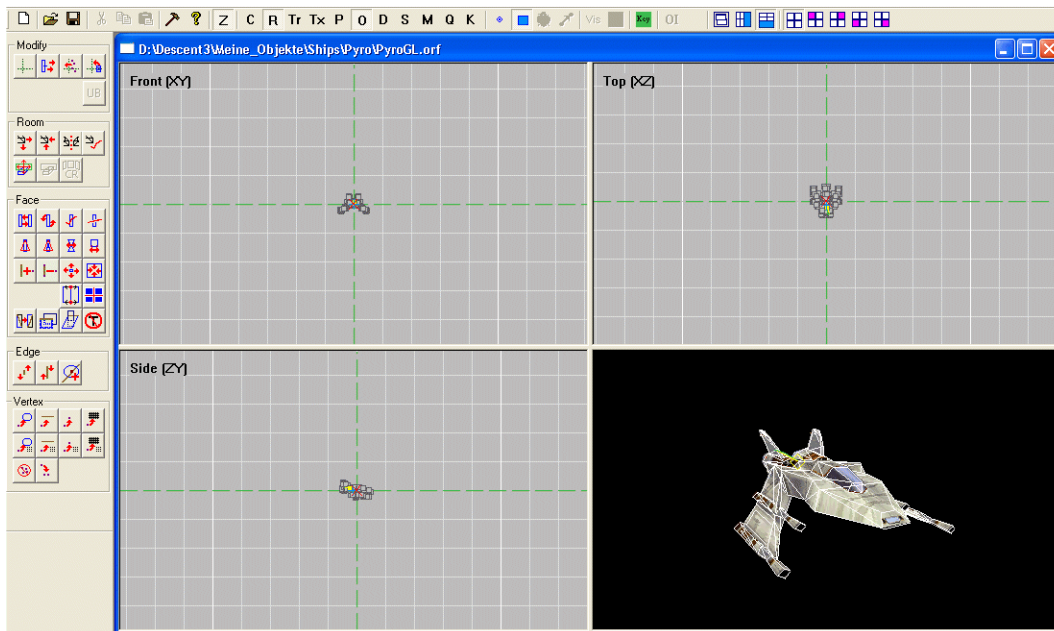


Expand / Contract (v1.0) AT AN

The Expand or Contract marked faces Button inside the Room Bar will help to expand/contract orf's.



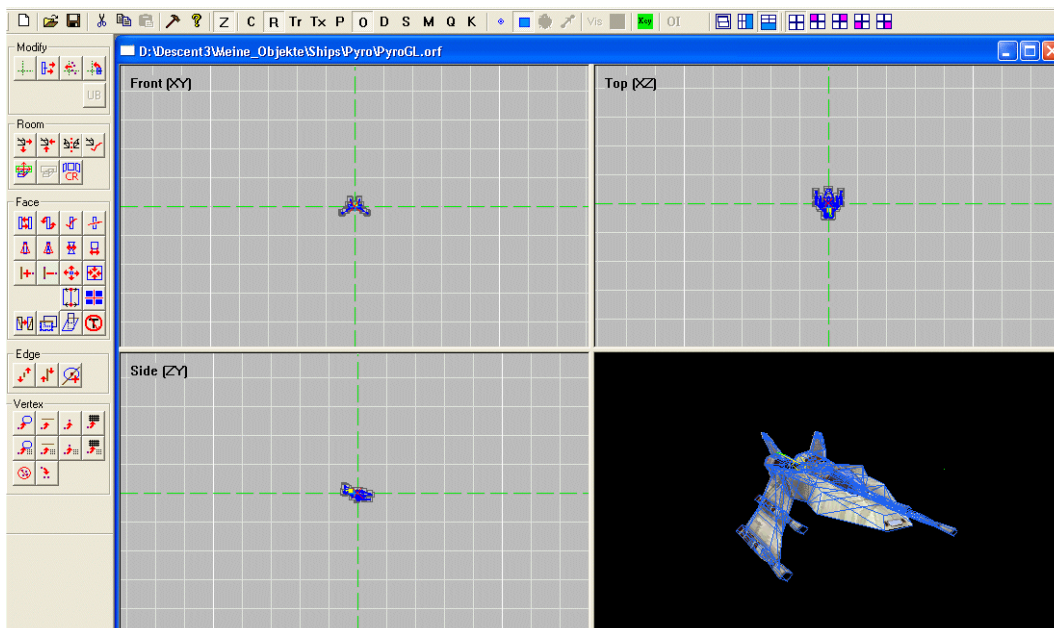
The following picture shows a OOF to ORF converted PyroGL.



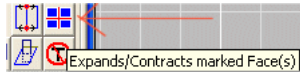
With the radius 6,79 units the orf is too small to handle it inside D3Edit.

But we are able to set the size to a workable value.

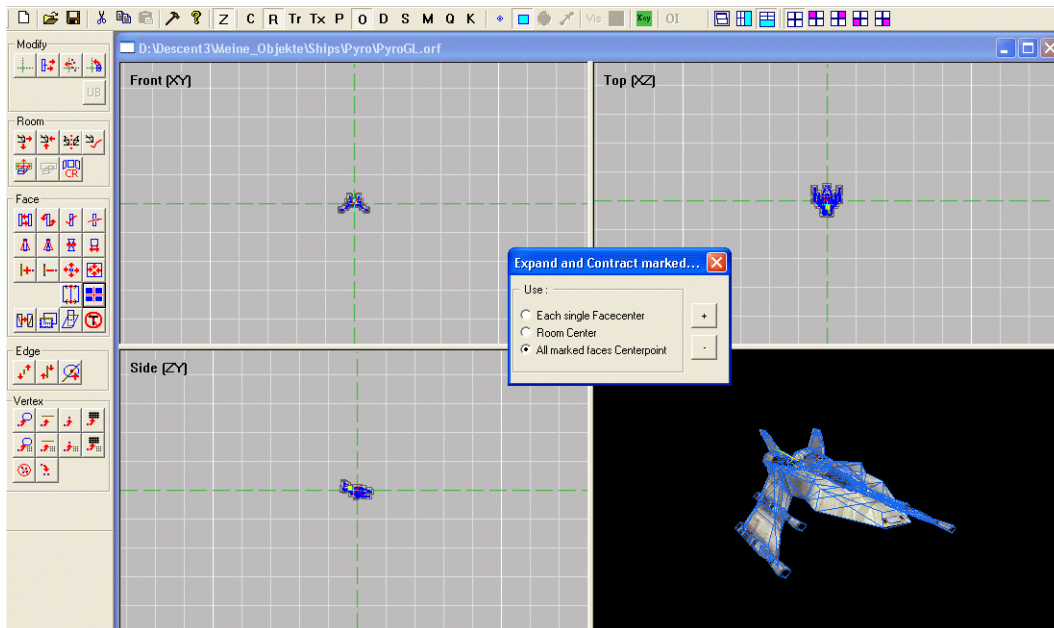
Inside Face mode we use the key M to mark all faces:



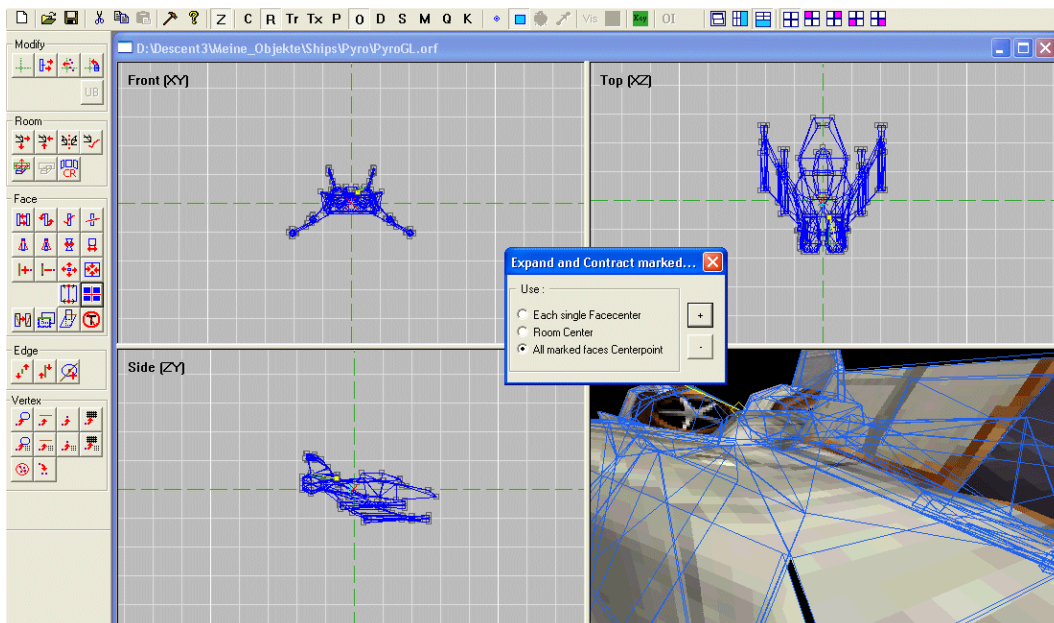
Now we hit the Expand or Contract marked faces button:



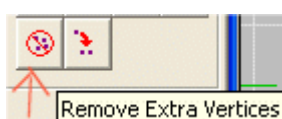
We can select one of the following:



We use the preset and hit i.e 32 times the + button, and we will get:



The radius is grown to 35,38 units and we can handle it inside D3Edit now. All vertices are split for this function and we **must** remove the doubled vertices now :



Press the -Remove extra vertices- button will do that job and we are ready then.