James Willmott's __EDGEPACK__ Functions

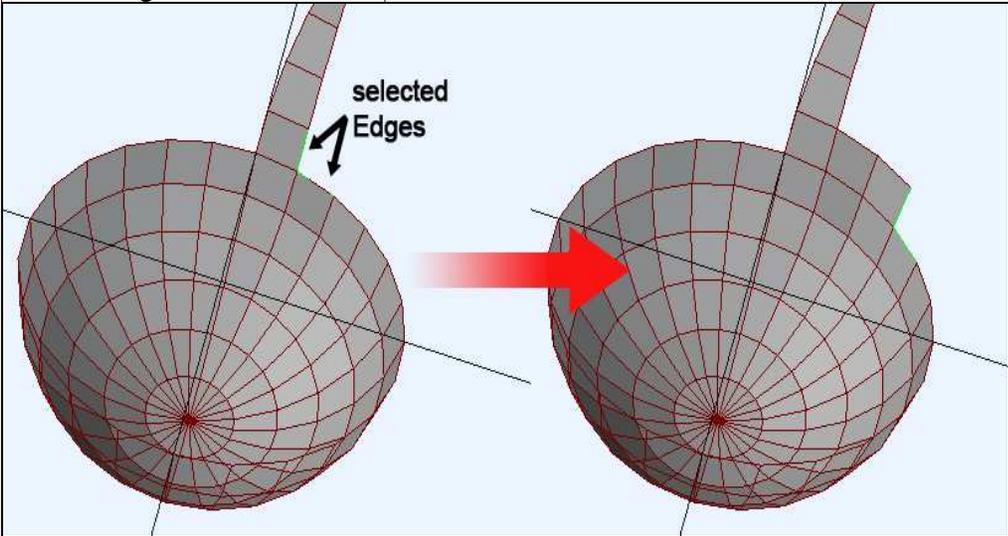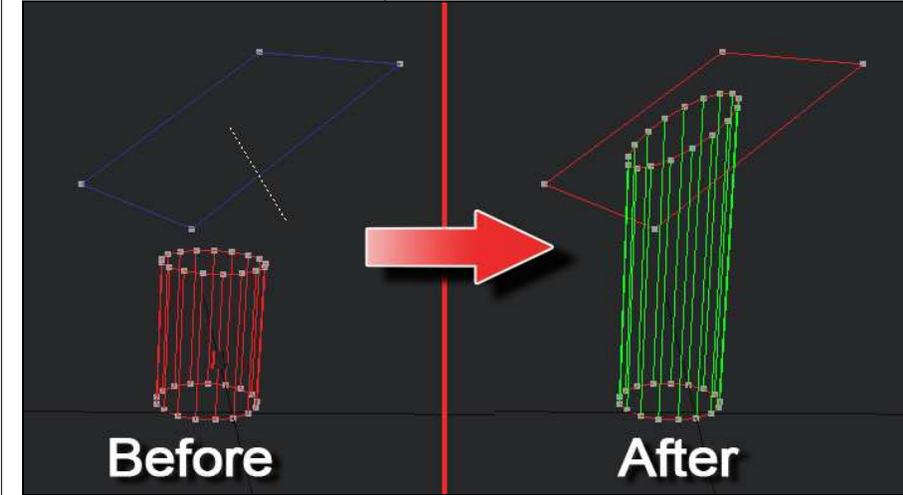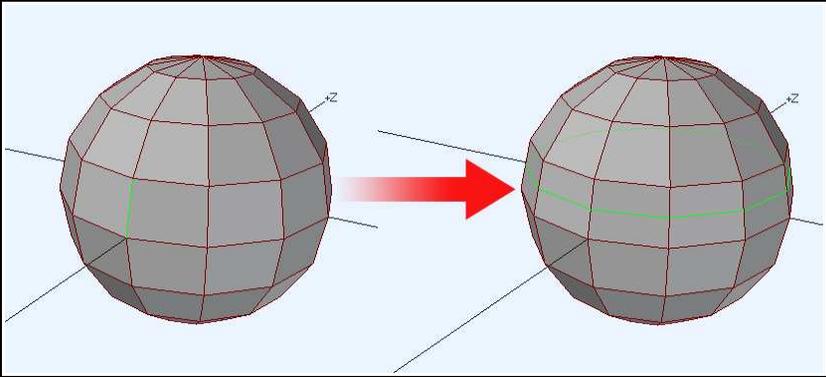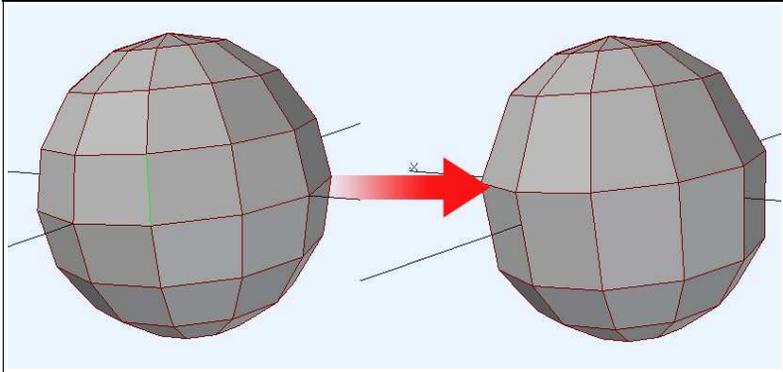|	
1. Copy Edges	You may not have realized it, but native LW cannot copy edges. This adds that functionality by duplicating the edges as 2 point polygons.
2. Dissolve Loop	Deletes an EdgeLoop cleanly
3. EdgeBorder	Selects the Edges comprising a Polygon selection, deselects the Polys, then switches to Edge Mode. If some Edges were already selected, this ADDS to that selection. This duplicates later functionality added to Lightwave as the native function SELECT OUTLINE EDGES, except *that* function does not <u>add</u> to an existing Edge selection.
4. EdgeLoop	Adds a square-ish Edge Loop around the selected edges
5. EdgeLoop2	Adds a smaller, the smallest possible(?), Edge Loop around the selected Edges. Results in a less-square outline.
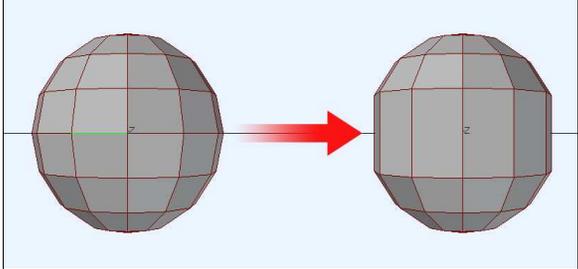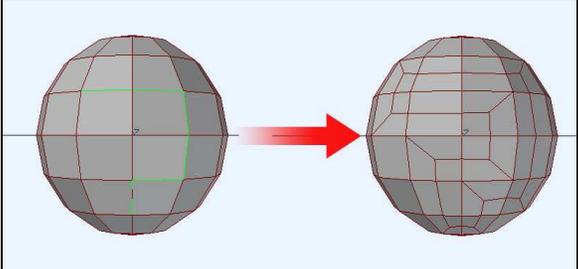
6. Edges2Poly	Makes a polygon out of selected Edges.

7. EdgeWalk		This function will add geometry to a mesh, starting with two selected Edges in a concave "L" shape. Eg: starting with a sphere, cut away polys until you get a 'frying pan' shape. Select two Edges: the two that form an "L" at the intersection of the 'handle' and the 'pan'. Click EdgeWalk. A new poly will be added to the 'pan'. Repeat.
8. ExtendEdges		Extends Edges to a "target poly". First, select a target poly. Then, select some Edges. **ExtendEdges** will select the end of the Edges closest to the target poly, and extend that end of the Edge until it intersects the plane of the target poly. This allows you to create ramps and pillars that perfectly terminate with a polygon at an angle. This also allows you to avoid using a Boolean operation to make one structure cleanly intersect another.

9. Loop2Poly	Makes a polygon out of a selected loop(s). This is especially useful when used with OpenEdges (below) as it can be used to patch holes in a mesh. You don't need to select the entire loop for this to work, it will find the loop for you if you select just one edge.	
10. OpenEdges	Selects edges that border on open areas in a mesh. This includes the edge of the mesh. Two useful applications: **finding** holes in meshes, and **selecting** a complicated edge. Used with Edges2Poly (#6 above) and Loop2Poly (#9 above) can patch up a mesh in a hurry.	
11. SplitRing		Splits a 'ring' of Edges, those Edges that are perpendicular to a loop. Essentially, adds a loop. The ring does not have to be complete-- you only need to select <u>one</u> Edge, and the ring does not have to circumscribe the object. Similar to Bandsaw, but you only have to select one Edge.
12. WeldEdges	Shrinks Edges down to nothing, dragging their endpoints together and merging the endpoints. (Weird things happen if you repeatedly apply this function without selecting any edges.) Works best on multiple Edges when they are <u>not</u> contiguous.	
13. WeldRing		The opposite of SplitRing, dissolves a Ring. WeldRing just performs a repeated Weld Edge command (move both ends of an Edge to the center and merge) on each Edge in an EdgeRing. *For more information on using James Willmott's EdgePack plugin suite, William "Proton" Vaughn made a QT mov demonstrating the features of the plugins: you can search the web for it under the title "Edgepack.mov".*