
Subject: Vertex Renx

Posted by [Gen_Blacky](#) on Tue, 14 Aug 2007 19:47:08 GMT

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When u go to edit poly then scroll down to Edit Geometry Create and place the vertex how do u make it so it part of that scene

like so if place a vertex on a plane it will be part of that plane and when u move the vertex it manipulates the plane.
