

Edge Extension

Access:

Keyboard Shortcut: **W-KEY > E-KEY > E-KEY**

Mode: 3D Editor: Edit Mode

Panel Access: None

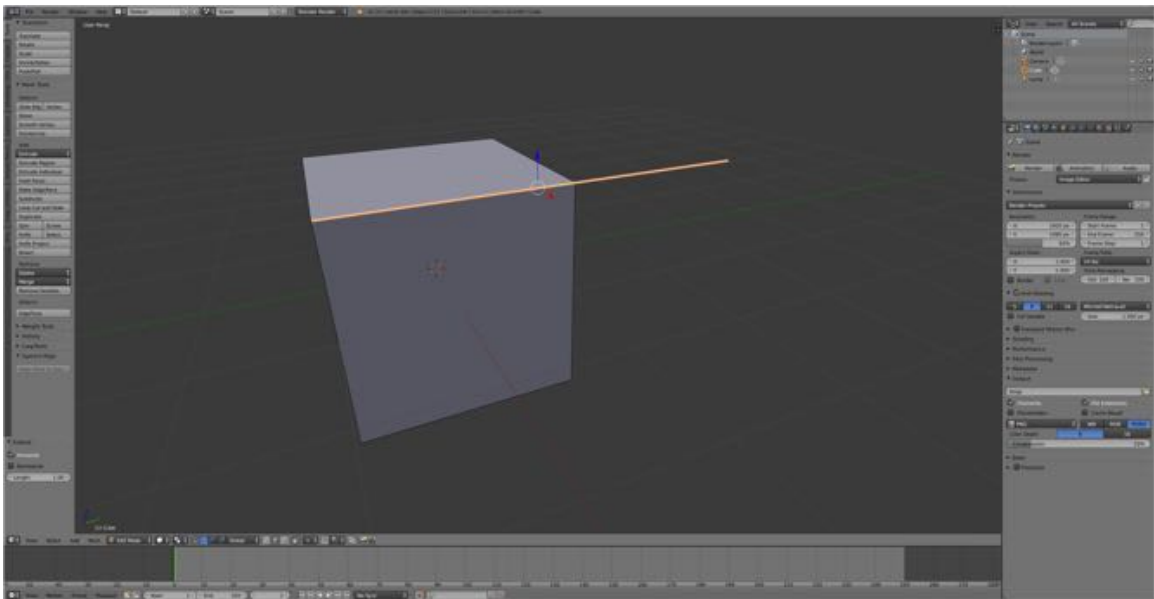
Menu Access: Specials Menu (W-KEY) > Edge Tools > Extend

Add-on:

Blender Add-ons Catalog > **Edge Tools**

<http://wiki.blender.org/index.php/Extensions:2.6/Py/Scripts/Modeling/EdgeTools>

Description:



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Edge Tools (Mesh Edge Tools) is a suite of tools that brings some CAD capabilities to Blender. One particularly useful tool for making Trainz assets is Edge Extension.

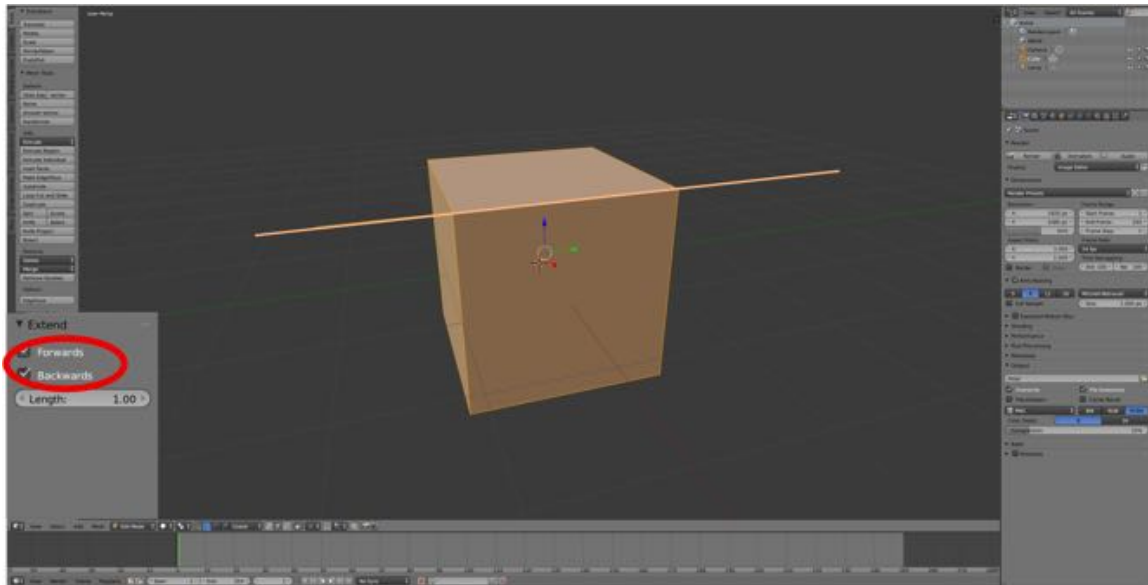
Edge Extension allows you to select an edge and extend it in one or both directions. Which direction the extension takes place is specified in the 3D Editor Tool Shelf's Operator Pane. You can also specify the distance.

To Use the Tool:

- **Switch** to the 3D Editor's **Edit Mode**.
- **Select** an **edge**.
- **Press CTRL + W-KEY > Edge Tools > Extend**.
- In the Tool Shelf, **Operator Pane** choose the **direction(s)** of the extension and, if desired, the **distance**.

Let's Try It:

- **Open Blender** and switch to **Edit Mode**.
- **Select** the **top edge** of the **default cube**.
- **Press** the **W-KEY** to bring the Specials Menu into view > **Edge Tools > Extend**.
- In the Tool Shelf **Operator Pane** check both "**Forward**" and "**Backward**".
- **Press** the **A-Key** to select the model and thereby make the edge extensions more visible.



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Additional Comments

The ability to extend an edge is invaluable when stick building a Trainz asset, or a portion thereof. It quite frankly makes stick building possible.

For More Information:

Blender Add-Ons Catalog > **Edge Tools**

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