

Edge Outliner

Access:

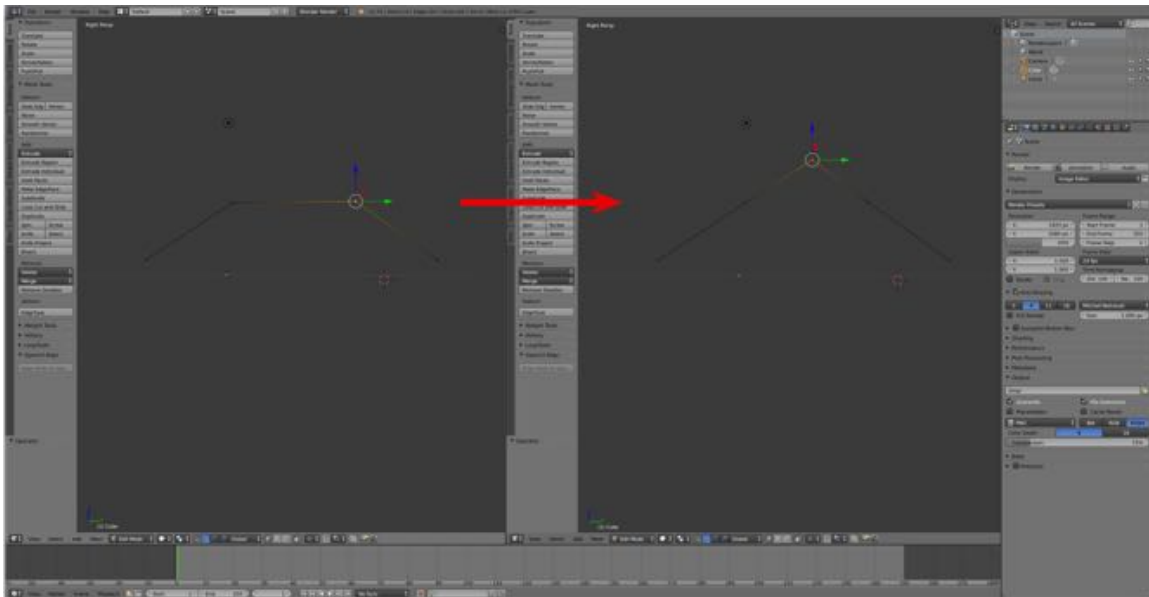
Keyboard shortcut: **ALT/OPT + D-KEY**

Mode: 3D Editor: Edit Mode

Panel: None

Menu: None

Description:



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This is an interesting tool that I happened upon quite by accident. It appears to have been originally developed by Campbell Barton for Jonathan Williamson as a Blender add-on but then became incorporated into Blender so fast that it wasn't available as an add-on for long, if at all. I also can't find any documentation that it is a part of Blender other than Thomas Beck's coverage of it as a new 2014 tool.

The tool is similar to the Edge Sculpt tool (EdgeTune) but different. Jonathan Williamson originally called it the Rip Edge Tool but admitted that this name didn't properly describe its function. I have chosen to call it the "Edge Outliner Tool".

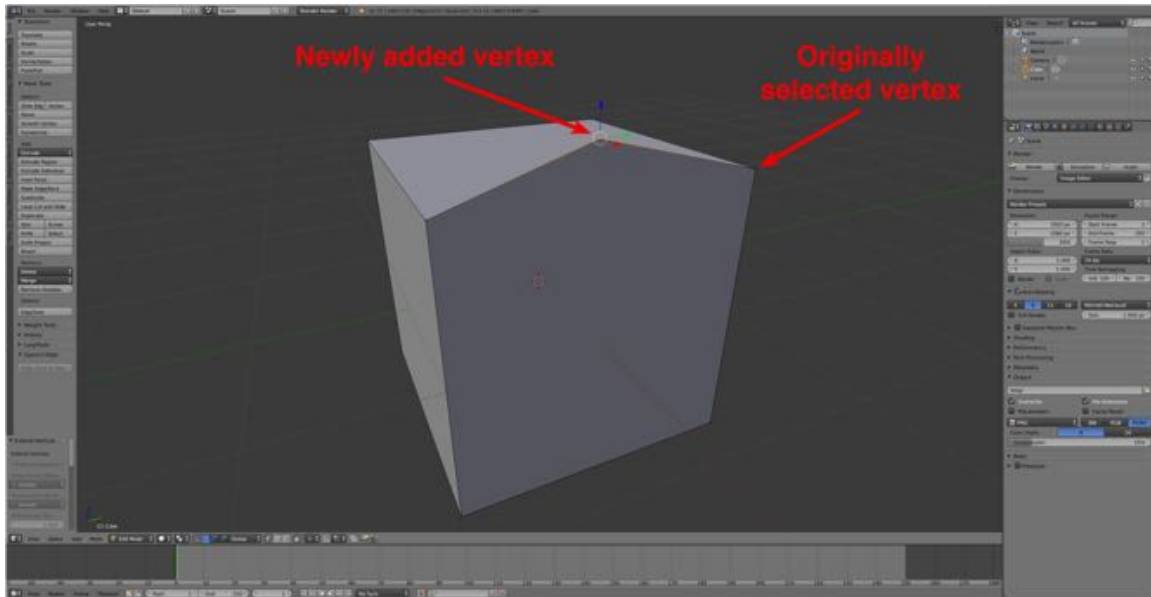
The tool allows you to add new vertices to a face. This is particularly useful for adding new vertices to an n-gon.

To Use the Tool:

- In the 3D Editor **Edit Mode** and **Vertex Selection Mode**, **RMB** select a **vertex**.
- **Position** the **mouse cursor** near **one of the edges attached to the selected vertex**.
- **Press ALT/OPT + D-KEY** and **drag** out the new vertex that appears to the desired location.
- **LMB** click to confirm the action or **RMB** to cancel.

Let's Try It:

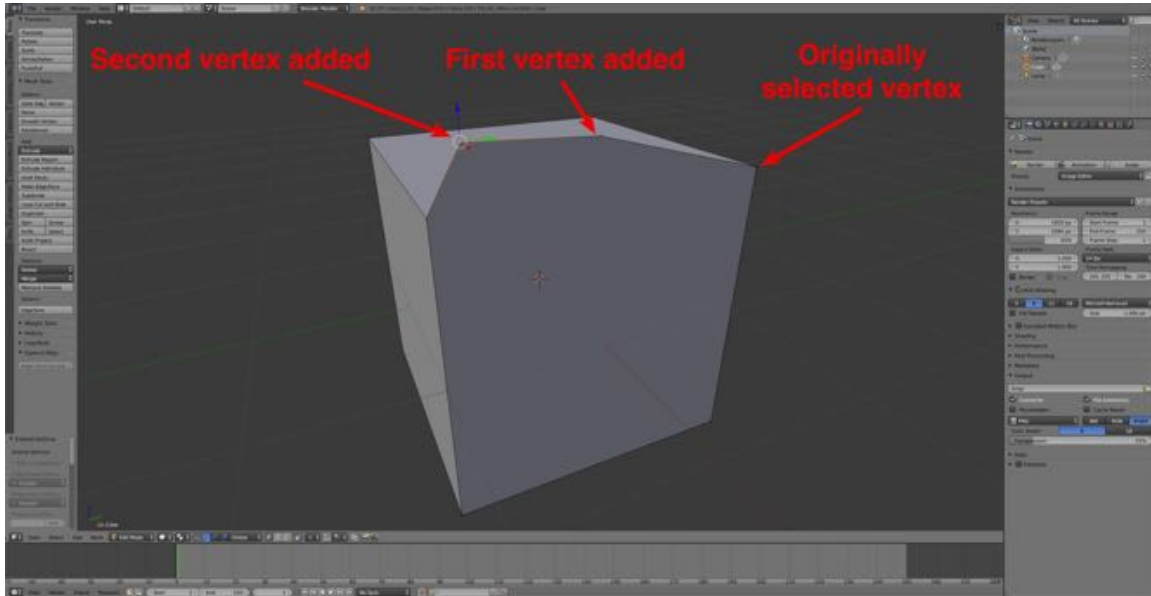
- Open Blender and switch to the 3D Editor **Edit Mode** and **Vertex Selection Mode**.
- **Select one vertex** of the **default cube**.
- **Press ALT/OPT + D-KEY** and **drag** out the new vertex that appears to the desired location.
- **LMB** click to confirm the action or **RMB** to cancel.



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To add additional vertices:

- **Position** the **mouse cursor** near **one of the edges attached to the selected vertex**.
- With the last vertex still selected, **press ALT/OPT + D-KEY** and **drag** out the new vertex that appears to the desired location.
- **LMB** click to confirm the action or **RMB** to cancel.



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Additional Comments:

This tool adds a CAD (computer assisted design) capability, which should be quite useful for using Blender to make Trainz assets.

For More Information:

B3D Sneak Peek #14 - Extend Edge, Compo Border, Info Popups by Thomas Beck
https://www.youtube.com/watch?v=8I_0ZUYS6iE

Watch Jonathan Williamson's video Blender Development Feature - Rip Edge Tool.
<https://www.youtube.com/watch?v=-odfcH6Bb8g>