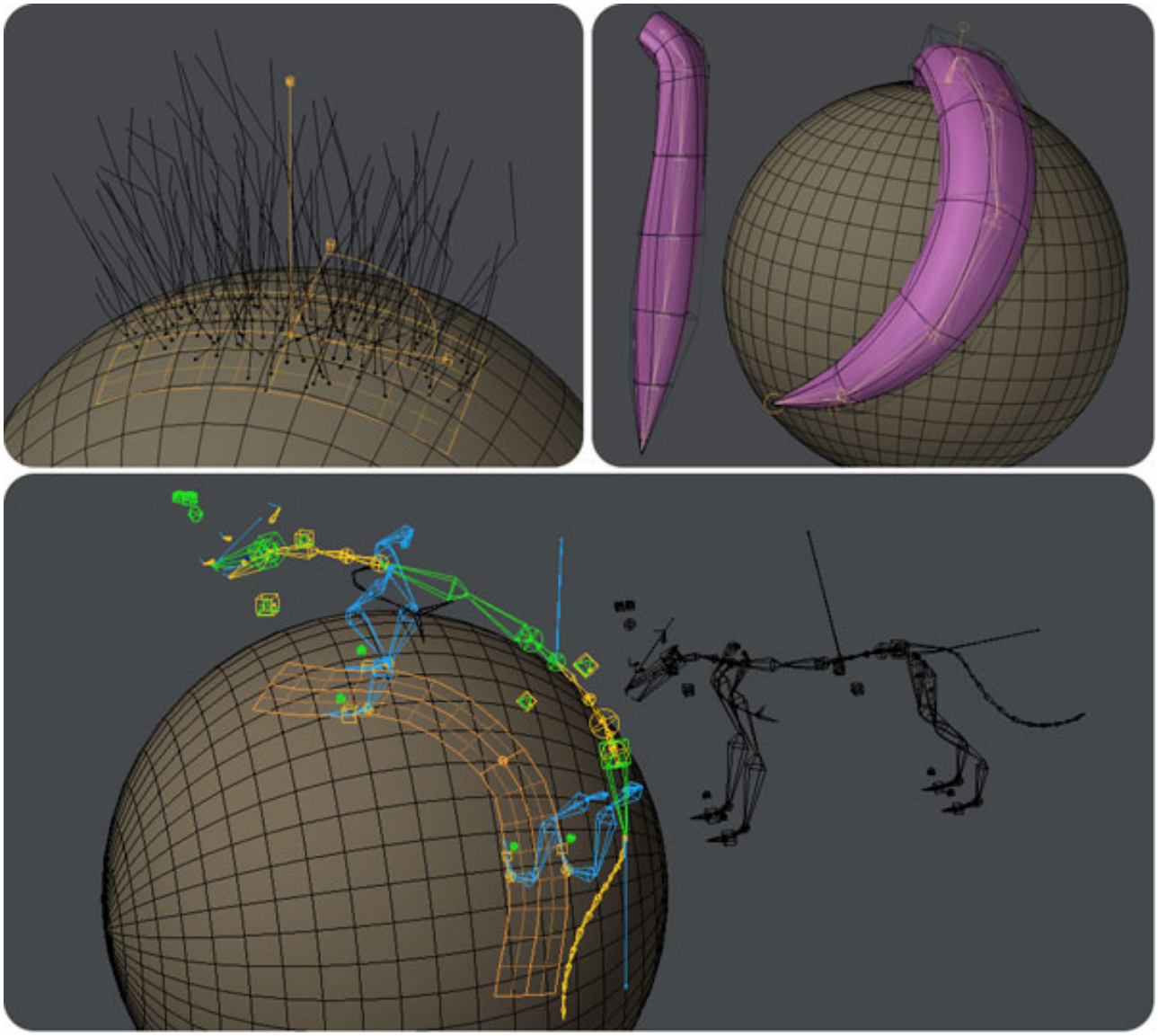
Version 1.04

While you stretch the placement grid in **Translate** mode, the number of segments in the grid will change automatically and dynamically.

Elements in background layers other than polygonal faces and patches, such as one-point polygons, two-point polygons, curves, Metaballs and Skelegons can also be duplicated.



Version 1.01

Added support for **Smoothing Groups** the new feature in LightWave version 2019.
The Smoothing Group numbers of polygons newly created by editing are correctly taken from those of the original polygons.

© Copyright 3rd Powers. All rights reserved.