

Version 1.04

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.

Version 1.03

Added support for Multi-Layer.

It is allowed that there are overlapping objects in the Foreground, except in Union operation.

The surface names of the newly created cut polygons are determined by an option or an existing surface name selected from the Surface pop-up menu.

Added 4 types of transformations - **Move**, **Rotate**, **Stretch** and **Size**, you can flexibly assign one of them to the left mouse button. Since LightWave 11.5, you can also scale an internal copy of the background object by holding down the **Shift** key while left-clicking. In any of the orthogonal viewports, holding the **CTRL** key will constrain movement along the initial dragging axis or one of the axes. In **Rotate** mode, it will constrain the rotation angle to 15-degree increments.