

## Version 1.06

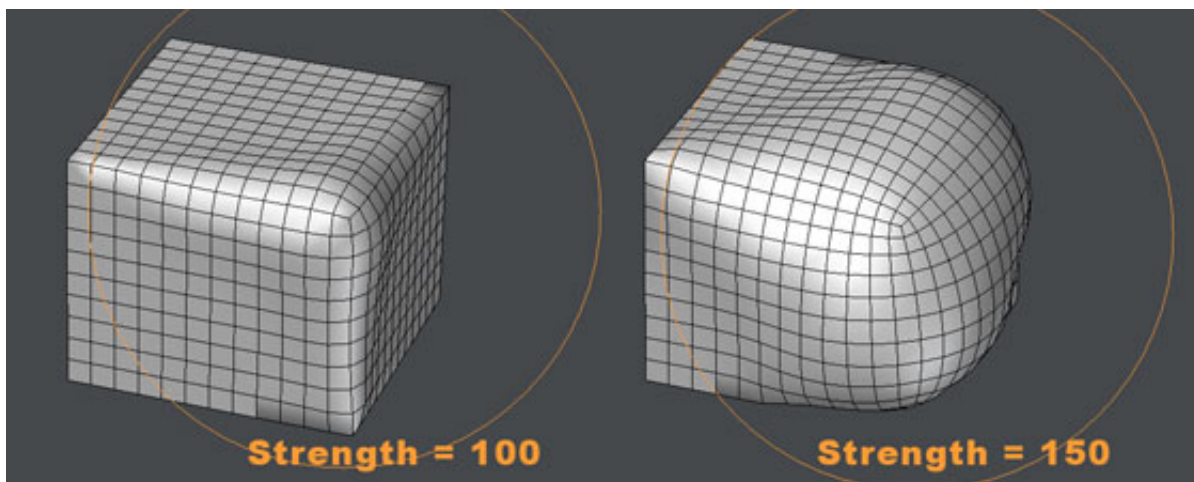
Added support for **Smoothing Groups** the new feature in LightWave version 2019. The Smoothing Group numbers of polygons newly created by editing are correctly taken from those of the original polygons.

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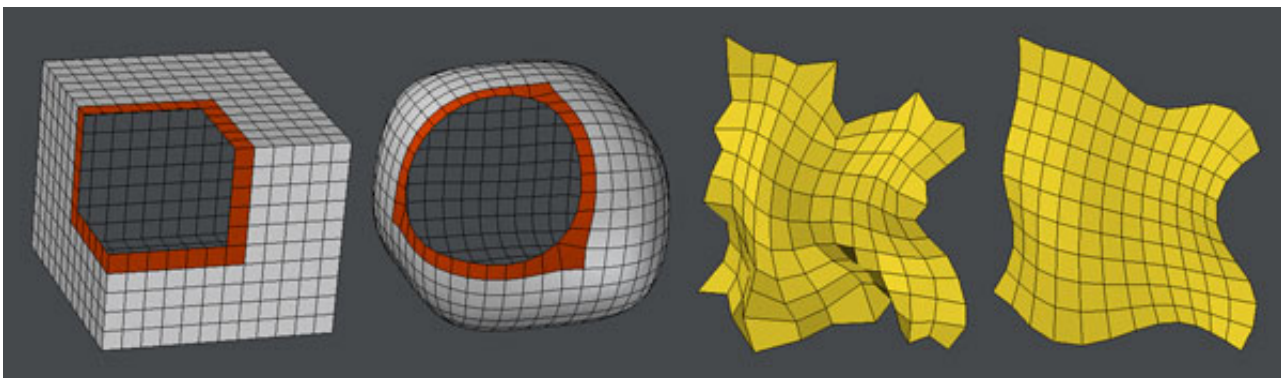
## Version 1.05

**LWB Smooth** has been greatly improved in this update. The new mesh smoothing algorithm allows you to get more desirable results without unnecessary extra mesh sliding and shrinking.

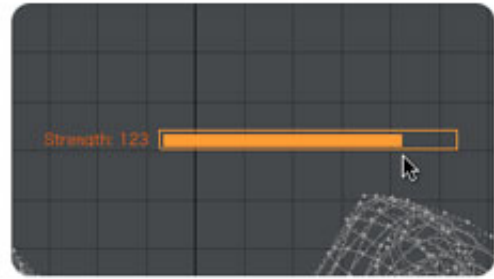
The maximum value of **Strength** has been increased to **150**, which can make the smoothing effect dramatically more intense.



It also works desirably for meshes that have open edges. If **Fix Open Edges** is unchecked and if **Relax Polygons** is checked on the numeric panel, the open edges will be smoothed.



Since LightWave 11.5, when you are using any of the five tools, **LWB Grab**, **Slide**, **Push/Pull**, **BandSaw** and **BandGlue**, you can also smooth out the part of the mesh within the brush's influence area by holding the **Shift** key down and left-clicking, instead of switching to **LWB Smooth** by clicking on the button on the toolbar, and holding the Shift key and right-clicking will adjust the **Strength** value or the **Brush Radius**.

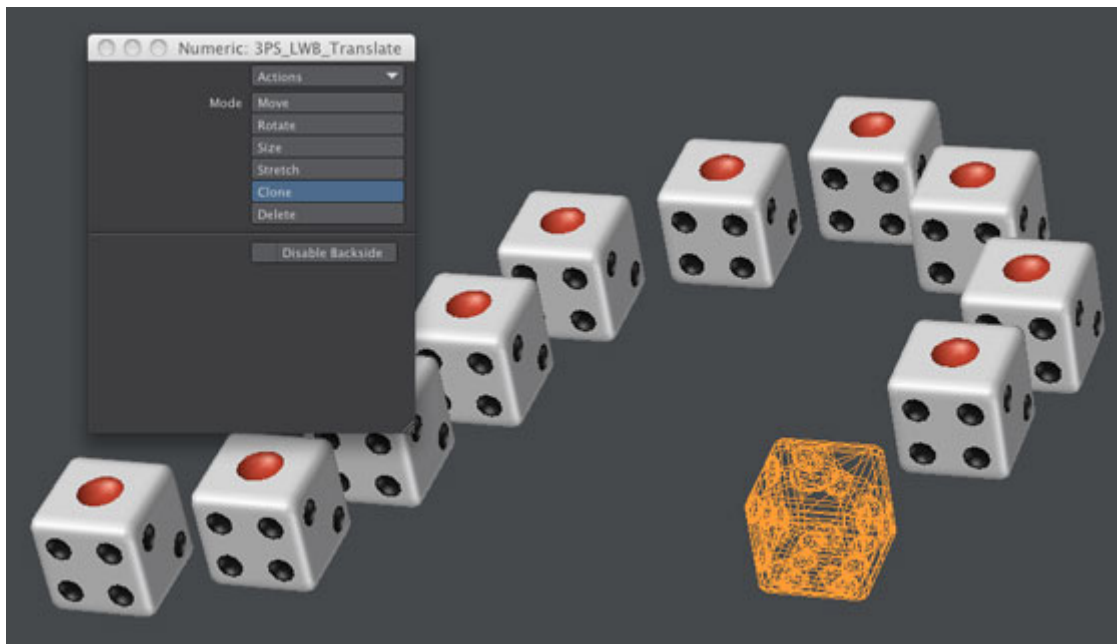


Fixed an issue where the weights of edges around cut polygons were lost after using **LWB Knife** to cut an edge-weighted CC patches model.

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## Version 1.04

**LWB Translate** adds 6 modes - **Move**, **Rotate**, **Size**, **Stretch**, **Clone** and **Delete**. They allow you to quickly handle a polygon island with one-click operation. In **Clone** mode, you can delete the clicked polygon island by right-clicking.

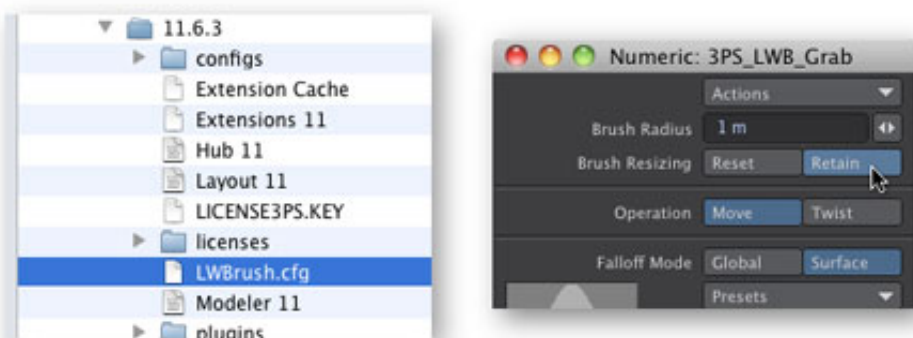


In any of the orthogonal viewports, holding the CTRL key will constrain movement along the initial dragging axis or one of the axes. In **Rotate** mode, it will constrain the rotation angle to 15-degree increments. Since LightWave 11.5, you can also create a clone of the clicked polygon island by holding the **Shift** key down and dragging it.

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## Version 1.03

All 14 tools share the same settings such as **Brush Radius**. All the settings are stored in the LWBrush's config file, and reloaded when Modeler is launched.



Two options for brush resizing - **Reset** and **Retain** have been added. When using **Reset**, the **Brush Radius** is reset to zero by right-clicking. When using **Retain**, it starts from the current **Brush Radius**.

**LWB Knife** will affect only selected parts if polygons are selected.

**LWB Push/Pull** switches between **Push** and **Pull** modes without changing the brush size.

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## Version 1.02

**LWB Grab**, **Smooth** and **Push/Pull** add support for Symmetry mode.



All 14 tools add support for Multi-Layer.

**LWB Knife** adds 2 options - **Line** and **Curve**. When using **Line**, you can make a straight cut with a line. Holding the CTRL key will constrain the angle of a straight line to 15-degree increments. When using **Curve**, the geometry will be cut with a freehand curve as in the previous version.

