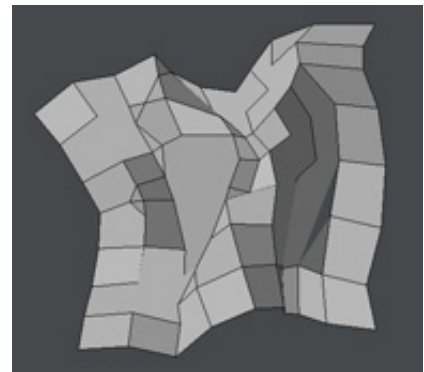


Version 1.09

Fixed issues where the brush effect could be extremely reduced if there are only a few vertices within its influence area, and where sliding extremely tight non-planar n-gons could cause Modeler to crash, when using the **LWB Slide** tool with the Sliding Mode set to **Surface**.



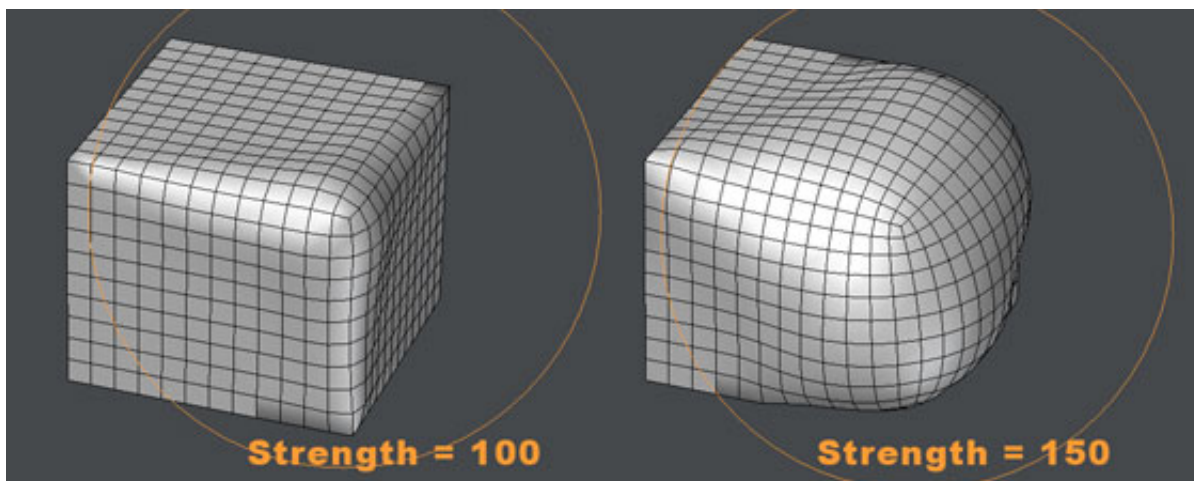
Version 1.06

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.

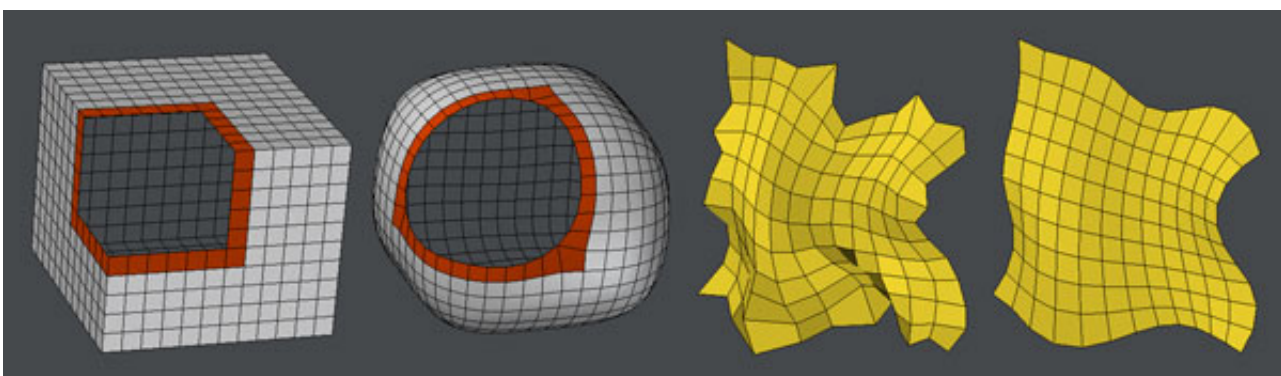
Version 1.05

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.

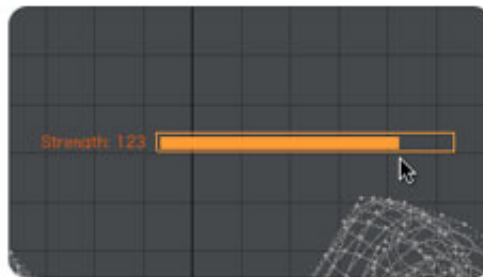
The maximum value of **Strength** has been increased to **150**, which can make the smoothing effect dramatically more intense.



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.



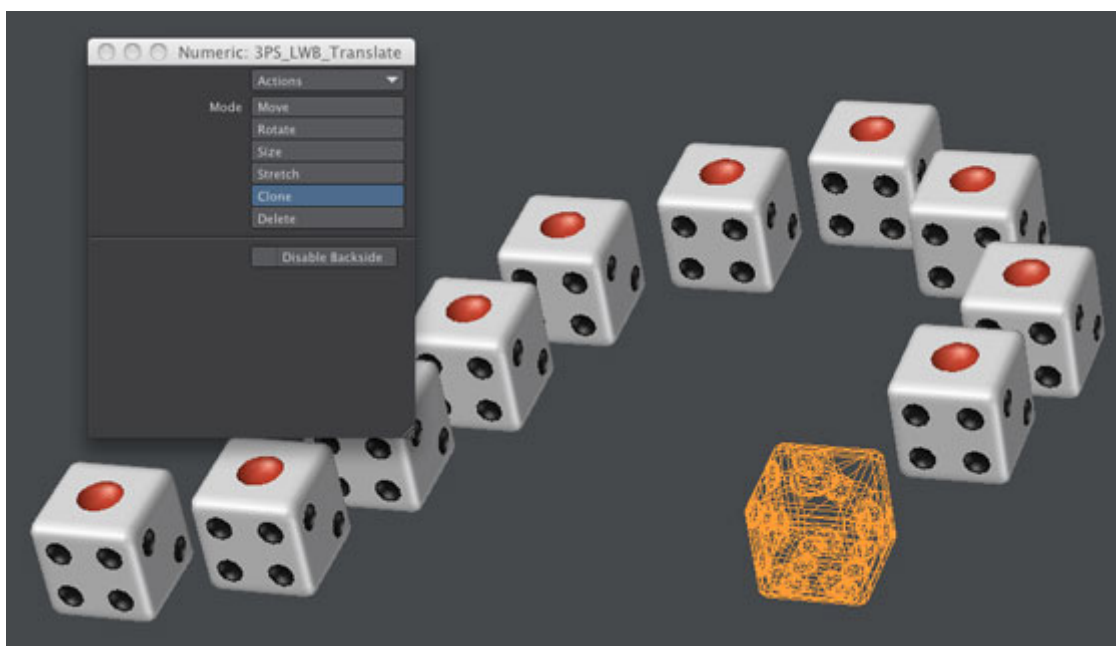
Since LightWave 11.5, when you are using any of the five tools, **LWB Grab**, **Slide**, **Push/Pull**, **BandSaw** and **BandGlue**, you can also smooth out the part of the mesh within the brush's influence area by holding the **Shift** key down and left-clicking, instead of switching to **LWB Smooth**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

Version 1.04

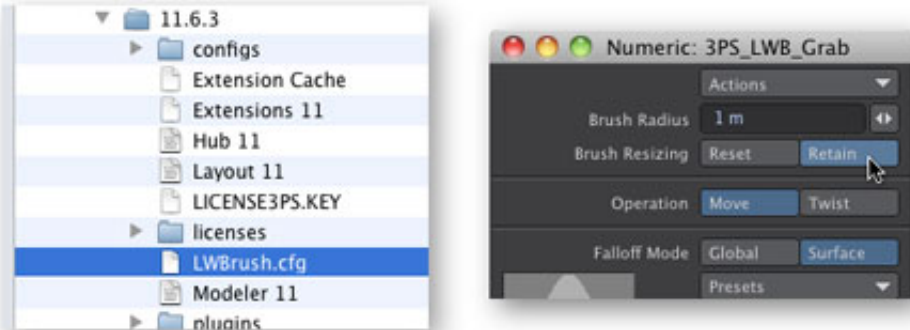
LWB Translate adds 6 modes - **Move**, **Rotate**, **Size**, **Stretch**, **Clone** and **Delete**. They allow you to quickly handle a polygon island with one-click operation. In **Clone** mode, you can delete the clicked polygon island by right-clicking.



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.

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.

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.

