

## Version 1.14

Regularly modified and improved the Meta-Meshing algorithm.

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## Version 1.12

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 1.11

Fixed a problem that the surface of welded part got rough when working with minimum values of Smooth **Strength**.

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## Version 1.10

The meshing algorithm has been improved to allow you to easily get a much more desirable result.

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 the current active polygon island 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.

Added the **Show Wireframe Edges** option, if unchecked, the highlighted wireframes of the current active polygon island will not be displayed.

