Version 1.05

Fixed an issue where all elements in Layout's viewports could not completely update immediately after painting weights, in LightWave 2018.0.4 or later.

The maximum value of **Strength** in **Blur** mode has been increased to **150**, which can make the smoothing effect dramatically more intense, especially effective for smoothing weights on a high polygon count object.

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Version 1.04

Fixed an issue that could cause a display size mismatch between the bones in Layout viewports and the bones in weight painting mode, in some cases when opening the tool in LightWave 2018.0.1 or later.

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Version 1.03

Fixed a problem that the **Combine Weight Maps** command could cause LightWave to hang or crash since LightWave 2018.

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Version 1.02

If the previous version of Paint Weights has already been installed on your LightWave 3D, you may need to use the **Add Plugins** command (**Utilities** > Plugins: **Add Plugins**) to re-add the Paint Weights plugin after replacing the plugin file of Paint Weights with the latest one. If clicking on the Paint Weights button causes the tool to fail to start with the error message below, use the **Add Plugins** command to properly re-add the Paint Weights plugin into LightWave.
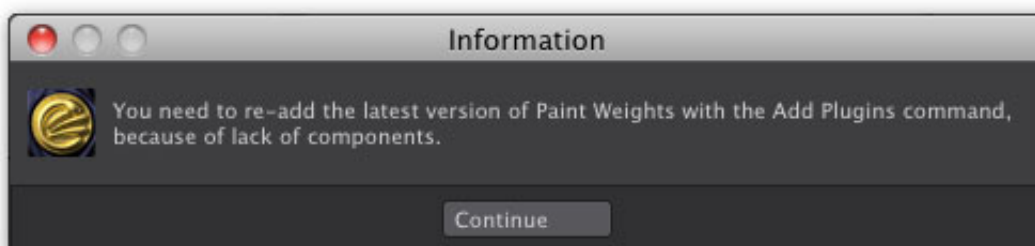
The **Visibility** drop down menu offers three options, **Wire-framed Points**, **Weight Shaded Solid**, and **Weight Shaded Solid Wire**, for determining how the weights of a selected object are shown in weight painting mode.
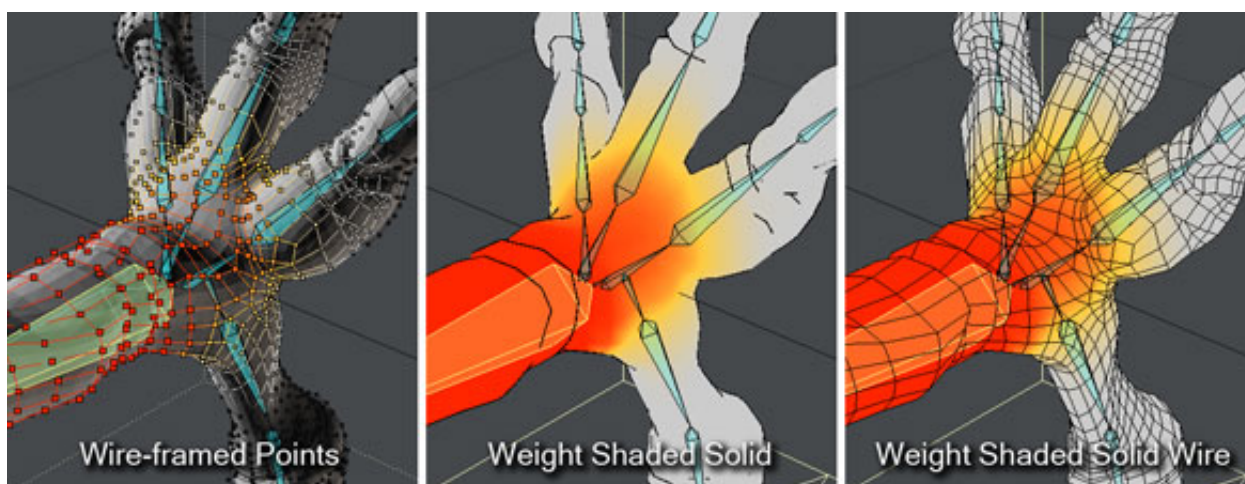
The font size of characters for showing weight values can be increased and decreased by using the **Point Size** slider.
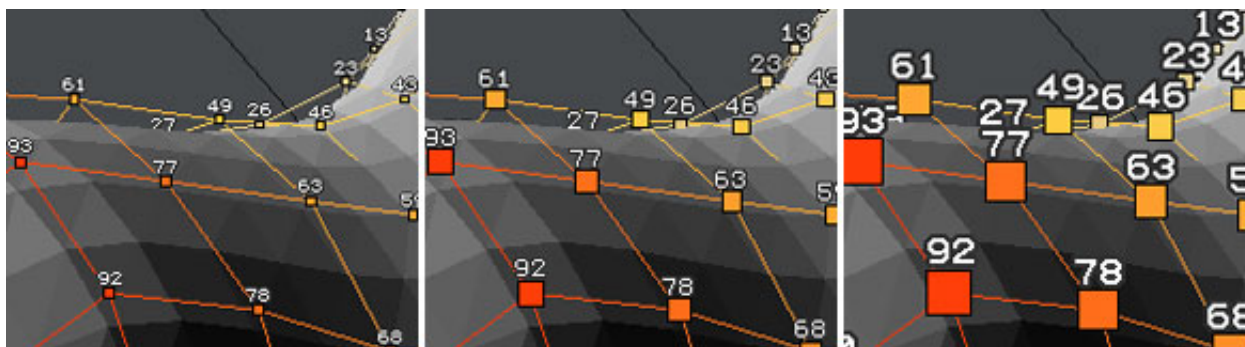
You can quickly hide or unhide the bones of your character in weight painting mode, by clicking the **Bone** toggle button.
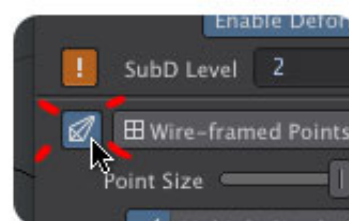
Version 1.01

Fixed a bug that the **Bind Mesh to Bones with Auto Weights** command could cause LightWave to crash in some cases if you used this command with an object including Skelegons, 1-point polygons and/or 2-point polygons.