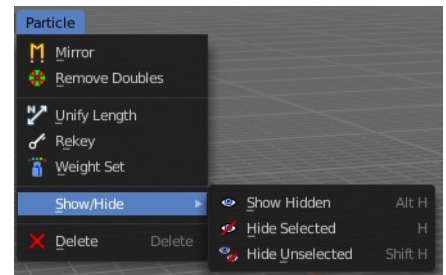


7.1.41 Editors - 3D Viewport - Header - Particle - Particle mode - Particle menu

Table of content

Particle Mode - Particle Menu.....	1
Mirror.....	1
Remove Doubles.....	2
Unify Length.....	2
Rekey.....	2
Weight Set.....	2
Last Operator Weight Set.....	2
Factor.....	2
Delete.....	2
Show/Hide.....	2
Show Hidden.....	2
Hide Selected.....	3
Hide Unselected.....	3

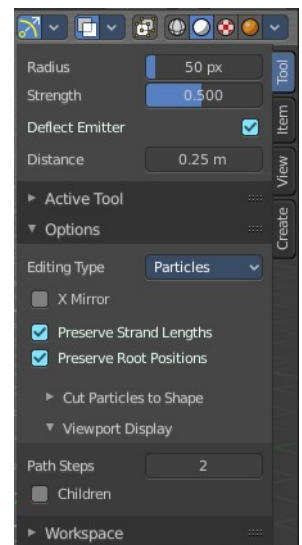
Particle Mode - Particle Menu



Mirror

Mirrors the selected particles.

If you want a symmetrical haircut, first select all particles, then mirror the particles, then tick X Mirror in the Particle panel.



Remove Doubles

Remove double vertices that are very close to each other. This can for example happen when you mirror the particles.

Unify Length

Unifies the length of the selected hair particles. The length is calculated by the average length of the selection.

Rekey

You need to have some hair particles selected.

Rekey changes the number of keys for the selected particles, including root and tip keys. This tool brings up a popup where you can adjust the number of keys. Two means you have only a root and a tip key. Everything more subdivides the selected hair particle with more keys.



Weight Set

Manually set a weight for the selected keys to interpolate between the current key weight and the brushes weight.

Last Operator Weight Set

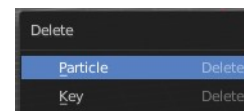
Factor

The strength of the keys weighting.



Delete

Delete either the whole particle, or just the selected key of the particle.



Show/Hide

Show or hide the selected geometry

Show Hidden

Makes all hidden geometry visible again.

Hide Selected

Hides the selected geometry.

Hide Unselected

Hides the not selected geometry. The selected geometry stays visible.