



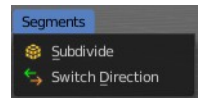
7.1.26 Editors - 3D Viewport - Header - Curve & Surface - Edit mode - Segments menu

Table of content

Edit Mode - Segments Menu.....	1
Subdivide.....	1
Last Operator Subdivide.....	1
Number of Cuts.....	1
Switch Direction.....	1

Edit Mode - Segments Menu

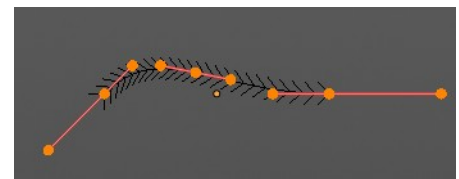
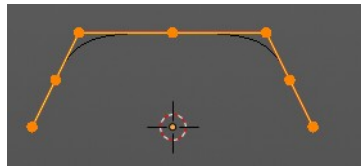
The Segments menu exists for Curve and Surface object types. They are both curve types, but of different kind.



The added objects in edit mode becomes part of the current object geometry.

Subdivide

Subdivides the selected curve geometry, and adds more control points.



Last Operator Subdivide



Number of Cuts

Number of subdivision cuts.

Switch Direction

Just for Bezier Curve object type. Surface Nurbs curves doesn't have a direction. Switches the direction in which the curve is pointing.

