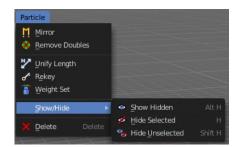


# 7.1.41 Editors - 3D Viewport - Header - Particle - Particle mode - Particle menu

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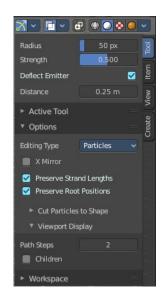
# **Particle Mode - Particle Menu**



#### **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.