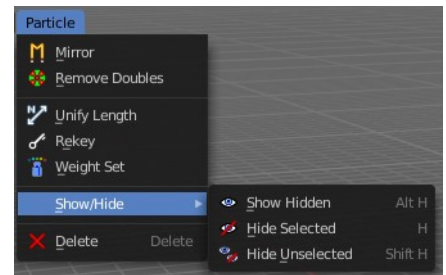


## 7.1.41 Editors - 3D Viewport - Header - Particle - Particle mode - Particle menu

### 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

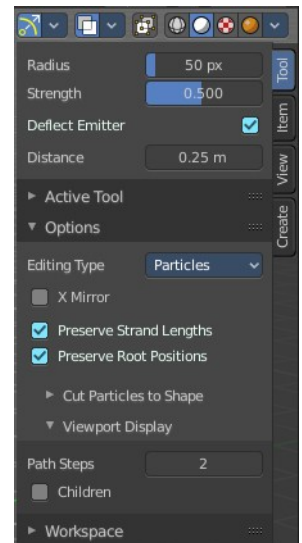
## Particle Mode - Particle Menu



### 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

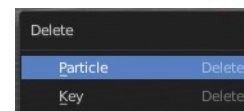
#### *Factor*

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.