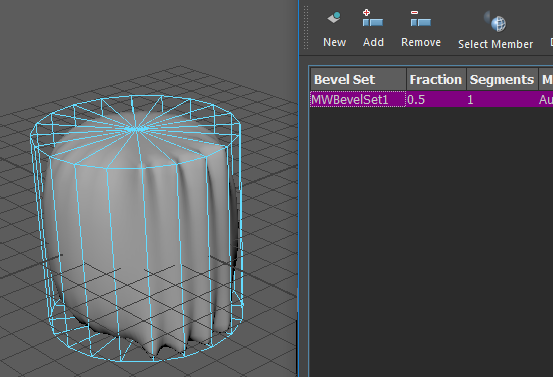
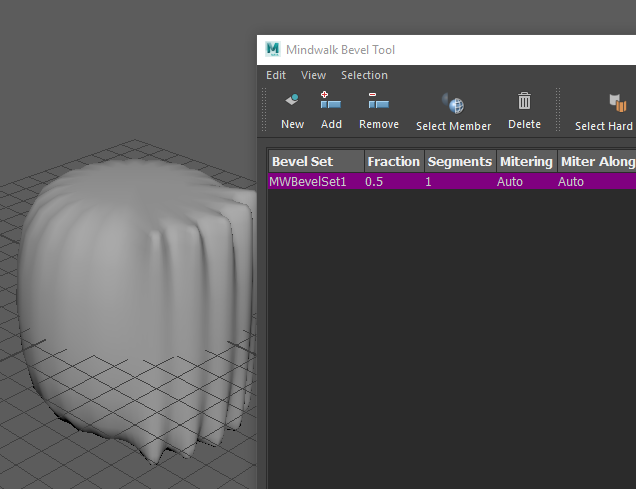
**MW Bevel Tool**

# Problem 1.

Bevel an object with the bevel tool. If you switch the selection type from edge to object, you can’t select it by clicking it.





## Cause

Switching the selection type from edge to object still triggers *selectionChanged MEventMessage*. But when you query the selection type in *selectionChanged* callback, the result is still edge.

## Sovle

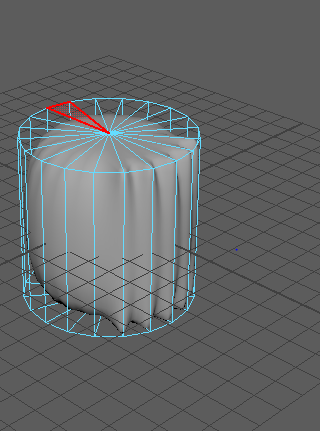
This case also triggers *SelectionPreferenceChanged MEventMessage.* You can find the selection type isn’t edge in its callback. It seems that this event is only triggered when you switch selection type from edge to object.

## Version

2017

# Problem 2

Switch the selection type directly by clicking right button, rather than click it first. This doesn’t triggered *selectionChanged**MEventMessage.*



## Cause

## Switching type doesn’t change the active selection list.

## Sovle

Switching type triggers *selectionTypeChanged MEventMessage.*

# Problem 3

Switching selection type from object to edge triggers the *selectionTypeChanged MEventMessage.* But if you query the selection type in its callback, the result isn’t edge.

# Problem 4

If there are more than one objects’ selection type is edge, this tool only handles the first one. Users may feel confused.

# Problem 5

Switching selection type from vertex face to edge. This problem occurs in Viewport 2.0 only.

Try:

pm.selectType( allObjects=True, allComponents=False )

# Problem 6

Switch more than one objects type from object mode to component mode at one time. And the selection type is edge.

## Sovle

If there are more than one objects are selected, only handle the latest selected one. *Mesh[-1]*.

# Problem 7

What if:

Delete history during modifying the object with MW Bevel Tool.

Save the file when the intermediate object is active.

# Problem 8

Unhilite the origin object.