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# Dt Method Edge Items

## TOPOLOGY:

Topology.

Copy from identical topology meshes.

## VERT\_NEAREST:

Nearest Vertices.

Copy from most similar edge (edge which vertices are the closest of destination edge's ones).

## NEAREST:

Nearest Edge.

Copy from closest edge (using midpoints).

## POLY\_NEAREST:

Nearest Face Edge.

Copy from closest edge of closest face (using midpoints).

## EDGEINTERP\_VNORPROJ:

Projected Edge Interpolated.

Interpolate all source edges hit by the projection of destination one along its own normal (from vertices).

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