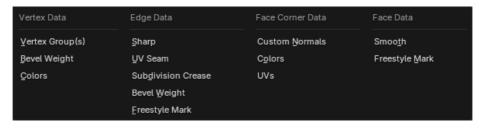
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Reference
Mode:
Object Mode
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Transfers layout of data layer(s) from active to selected meshes.

Data Type

Which data to transfer.



Data types.

Exact Match

Also Delete some data layers from destination if necessary, so that it matches the source exactly.

Source Layers Selection

Which layers to transfer, in case of multi-layer types.

Active Layer

Only transfer the active data layer.

All Layers

Transfer all data layers.

Destination Layers Matching

How to match source and destination layers.

By Name

Match target data layers to affect by name.

By Order

Match target data layers to affect by order (indices).

See also

Data Transfer Modifier

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Shad

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