# 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).