5.2.6.11 Modeling - Meshes - Editing - Miscellaneous Editing Tools

Miscellaneous Editing Tools

Sort Elements

This tool (available from the *Specials*, *Vertices*, *Edges* and *Faces* menus) allows you to reorder the matching selected mesh elements, following various methods. Note that when called from the *Specials* menu, the affected element types are the same as the active select modes.

View Z Axis
> Sort along the active view's Z axis, from farthest to nearest by default (use *Reverse* if you want it the other way).

View X Axis
> Sort along the active view's X axis, from left to right by default (again, there's the *Reverse* option).

Cursor Distance
> Sort from nearest to farthest away from the 3D cursor position (*Reverse* also available).

Material
> **Faces only!** Sort faces from those having the lowest material's index to those having the highest. Order of faces inside each of those "material groups" remains unchanged. Note that the *Reverse* option only reverses the order of the materials, *not* the order of the faces inside them.

Selected
> Move all selected elements to the beginning (or end, if *Reverse* enabled), without affecting their relative orders. **Warning: this option will also affect unselected elements' indices!**

Randomize
> Randomizes indices of selected elements (*without* affecting those of unselected ones). The seed option allows you to get another randomization - the same seed over the same mesh/set of selected elements will always give the same result!

Reverse
> Simply reverse the order of the selected elements.