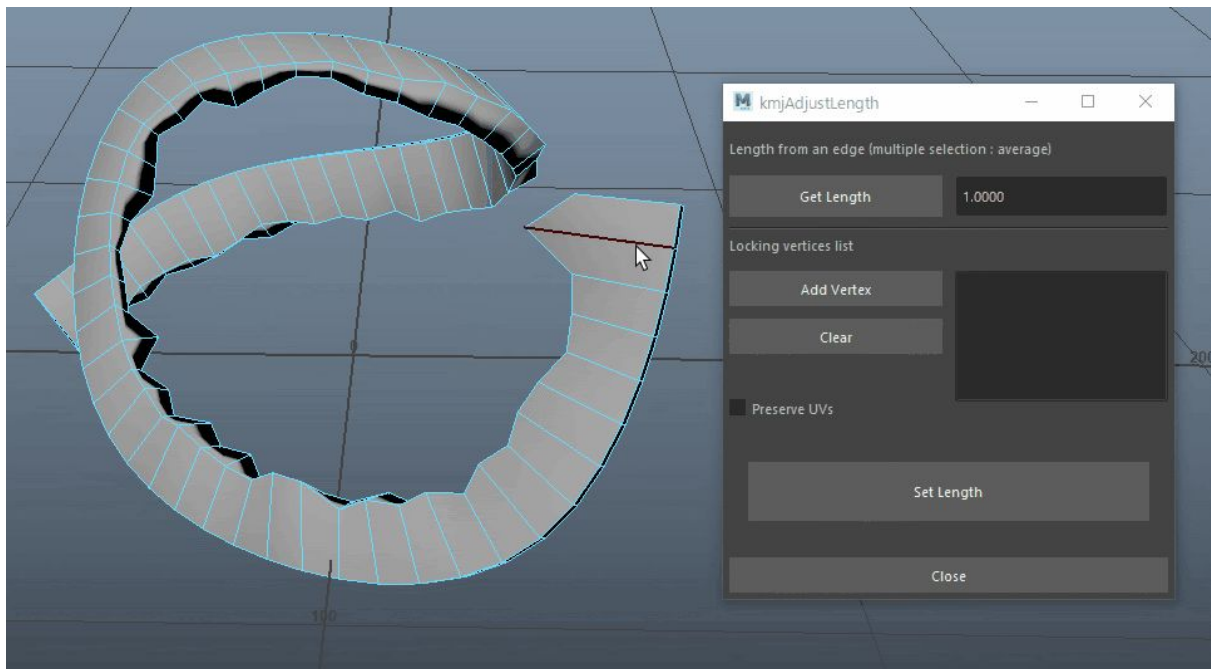# KMJ ADJUST LENGTH

OVERVIEW

KMJ ADJUST LENGTH is Multiple edges set to a specified length.
Normally it is based on the center of the edge, but you can also lock the vertex on one side.
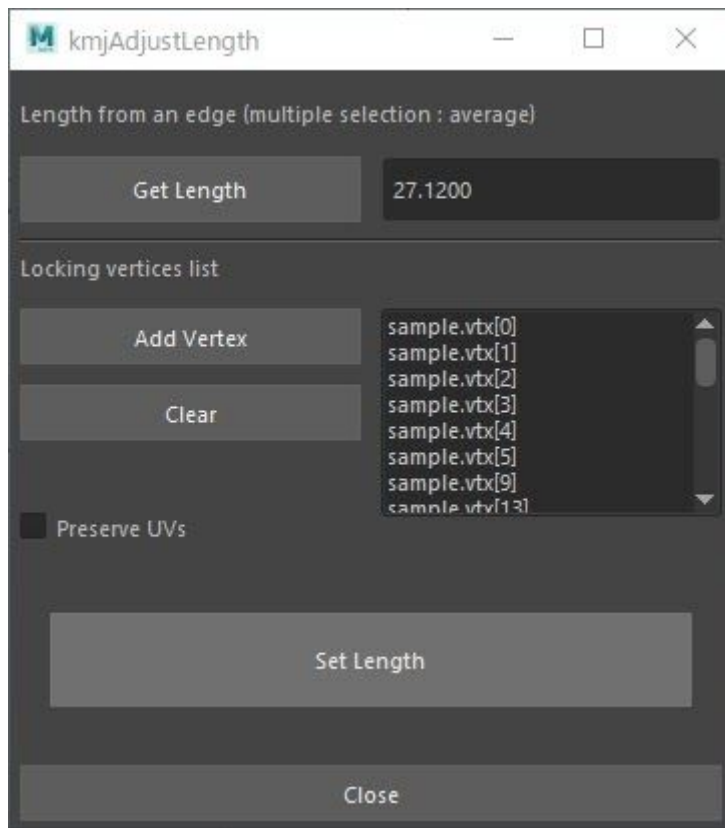

INSTALLATION

1. Copy kmjAdjustLength.py file to your scripts folder.
2. Type this in the script editor using the python tab.

```
import kmjAdjustLength
kmjAdjustLength.main()
```

HOW TO USE

Get Length

Get the length from the selected edge. If multiple selections are made, the average length will be entered.

Add Vertex

Add the vertices you want to fix to the list. If not, it is scaled from the center of the edge.

Clear

Clear the list.

Preserve UVs

Preserve UVs when scaling.

AUTHOR

Author：kmj

EMail：rt3dcgtips@gmail.com

WEB：https://seesaawiki.jp/realtime3dcg/

Gumroad：https://gumroad.com/realtime3dcg