

# Model Viewer

## How To..

### Change Window Size

Run the modelviewer once, then go to "My Documents/HPL3" and open "mapview.cfg" with a text editor. In that file change WindowSize="1024 768" to be your desired resolution, for instance: WindowSize="1600 1000".

## Hot Keys

Key	Description
T	Toggles hiding the toolbar

## Show bad vertices

To help find why a mesh is broken or invalid you can use the Show bad vertices checkbox. It will draw a circle around every invalid vertex on the mesh. The circle is color coded to show how it is incorrect.

Color	Error
Red	Incorrect bind count. Vertex bound to more than 4 bones
Green	Incorrect normals. Normal is zero or infinite, this happens when all 3 points of a triangle are on the same location
Magenta	Incorrect targets or UV mapping. This happens if all vertices in one triangle have the same UV coord
White	All the above. Usually happens with free floating vertices

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