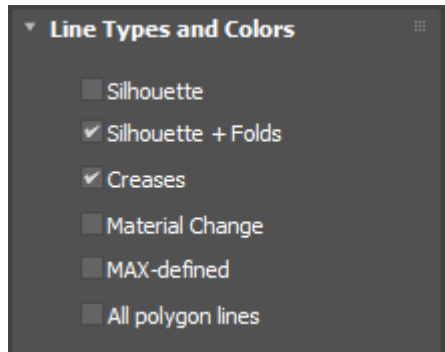


Modifier: Line Types

The Line Types portion of the modifier plug-in basically offer the same options as the renderer or the utility plug-in. Please see the [Renderer - Line Types](#) and the [Utility - Object Line Types](#) topics for a detailed description.



Once you applied the modifier plug-in to a selection you can assign the parameters of the modifier plug-in, independently from the settings from the object itself.

Note: All settings controlled by the Modifier can be animated.

See Also

- [Tips: Using the Mesh Selection and the Modifier Plug-in](#)

[Go Back](#)

From:
<https://wiki.pangolin.com/> - **Complete Help Docs**

Permanent link:
https://wiki.pangolin.com/doku.php?id=tools:lcmx:modifier_line_types

Last update: **2021/05/02 21:55**

