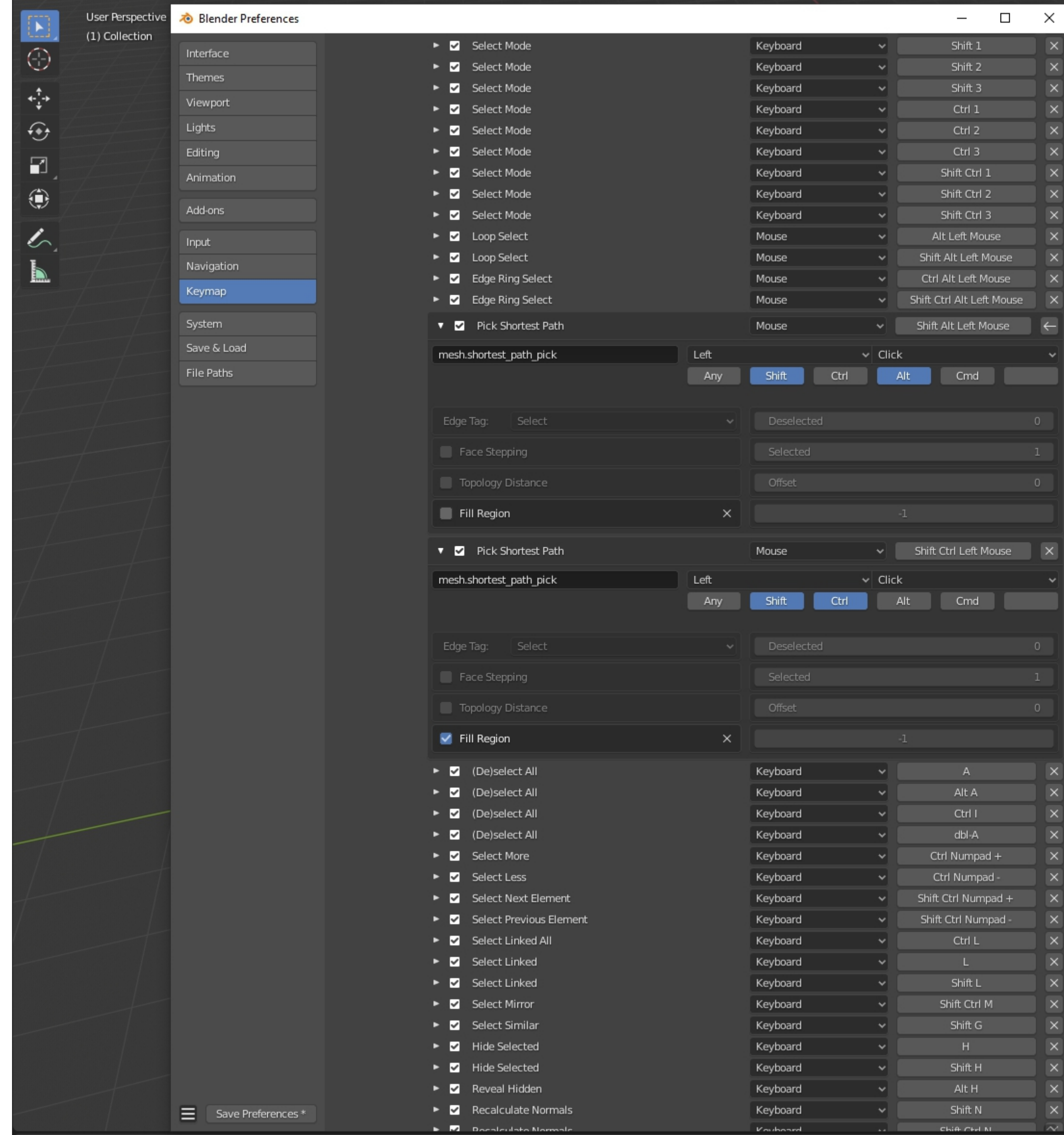
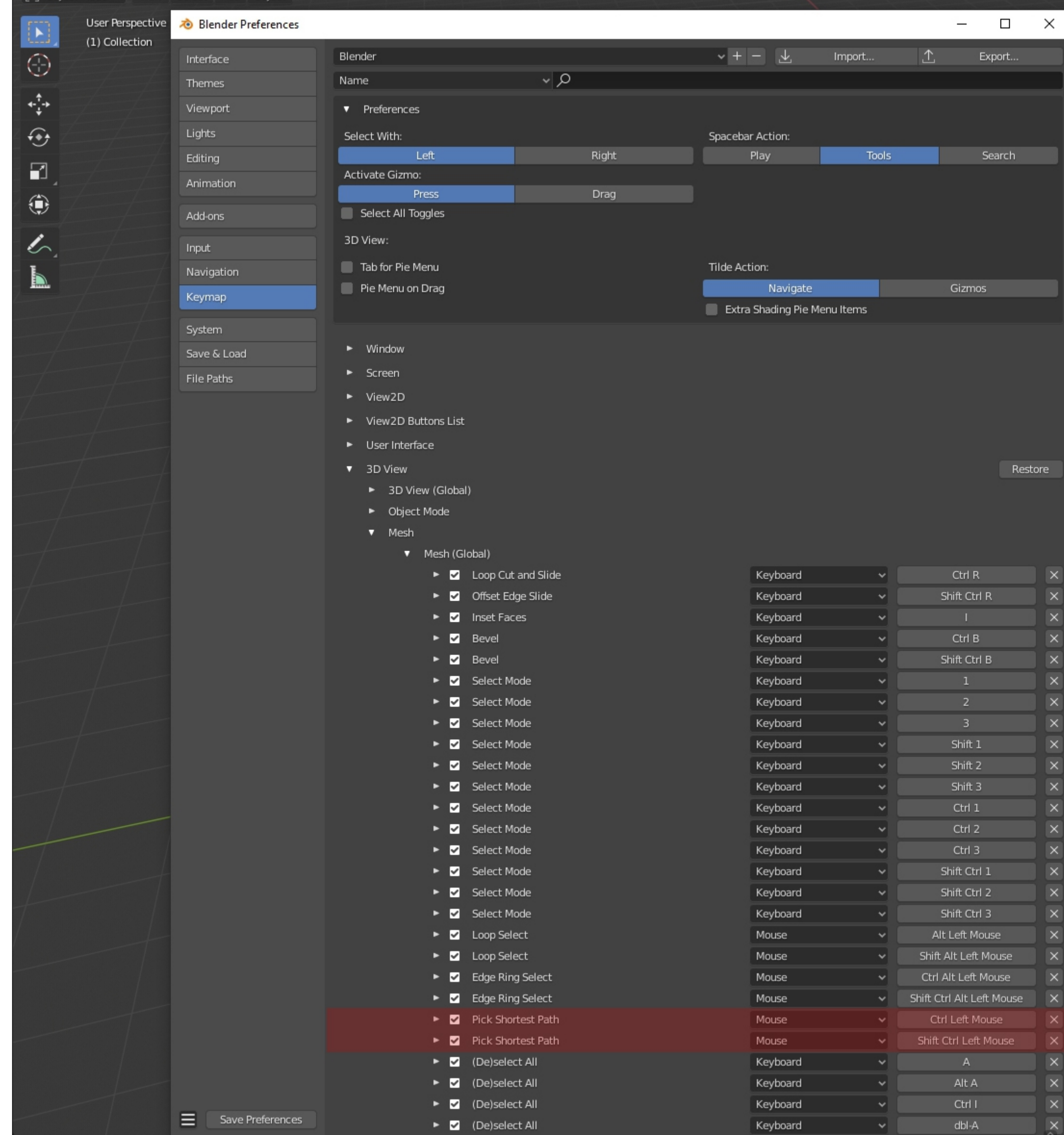




NOW OPEN:  
3D\_view --- Mesh --- Mesh\_(global)





Shortest path shortcuts are now inactive.

Do not worry about it.

Errors are the result of duplicate shortcuts.

After setting the shortcuts in item `7_select_mesh_vertex_polygon`, everything will work fine.

