Subject: Creating Polygons...
Posted by Sanada78 on Wed, 07 May 2003 16:39:15 GMT

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I just had some annoying thing happen when my new plane had some of the polygons tessellated somehow. As I can't undo it I deleted them and now I'm replacing them with "Create Polygons" tool. Now when I do this, it fills it in but you get this crap edge appears through it. The problem is that this edge shows up even when it's been textured and it looks shit. Also when you move one of the vertexes on the polygon it looks even worst. Why doesn't it just show up like it does on a new plane? Sorry I can't post up a pic as I don't know how to here (unless I use an URL) and n00bstories is down.