Subject: Creating Polygons...
Posted by Sir Phoenixx on Thu, 08 May 2003 12:42:54 GMT

General HavocThis is what i am getting when i use the create polgon tool. I know the picture is from Leveledit but it looks pretty much the same in RenX.

_General Havoc[/img]

When you use the create polygon tool, are you just connecting 3 vertices to create a triangle, or are you connecting all of the vertices on that side to close it? (Like if you had a basic box and you deleted the faces off of one of it's side, are you connecting the 3 vertices to create 1 polygon, then connecting the other 3 vertices to create the opposite polygon so that it forms the square? Or are you just connecting all 4 polygons at once to create the polygon?)