once again genocide like i said, think about what you are going to say before you say it or you will just get laughed at.

like Sir P said and at what i was hinting at...those so called "triangles" are still polygons. anytime polygons are rendered by game or even a 3D program for that matter, the polygons are split down to triangles. this is known as triangulation. even when you render out NURBS, the NURBS are converted into triangulated polygons.