
Subject: Re: Eddital mesh in renx

Posted by [danpaul88](#) on Fri, 15 Jul 2005 23:48:41 GMT

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uhm, when you create the plane (using a plane as an example) the default settings are 3 Length and 3 Width Segments. This means the plane is 3 polygons wide and 3 polygons long.

If when you first make your plane you increase the value of the Length or Width it chops the plane into smaller segments, creating more polygons and therefore more dots.

For example 5 Wide and 5 Long will give 25 dots.

Hope this helps, its hard to explain simply....
