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Subject: polygon merging in Gmax

Posted by [flyingfox](#) on Mon, 20 Feb 2006 19:18:08 GMT

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Ok you know how when you create any object in GMAX it will, by default, turn each polygon into 2 triangles with a division edge going between 2 corners of the polygon?

I can't for the life of me figure out how to stop that. How do you disable this so that GMAX will create objects with single polygons -- no division -- or turn existing divided polygons into one polygon?

I know this is a newb question but nothing in the help section in the program works, and I can't find anything on google..

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### File Attachments

1) [polygon division.JPG](#), downloaded 656 times

