
Subject: Re: polygon merging in Gmax
Posted by [Spice](#) on Tue, 21 Feb 2006 02:06:57 GMT
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Hmm I had this problem awhile ago. I'm not sure how I got around it but there is away to hide those division segments.

One thing that would be causing that, as namey mentioned, If you imported mesh, the triangles will be divided within the polygons. In 3dsmax you can remove them by selecting the edge in editable polygon and pressing backspace on your keyboard.
