
Subject: Creating Polygons...

Posted by [General Havoc](#) on Wed, 07 May 2003 16:53:38 GMT

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Yeah I have this problem on some terrain I was working on. I found the best way was to divide the current edges and use them to fill the gaps. It makes multiple faces in one polygon but it stops the wired lighting and texturing around the edges. It was okay for the gaps around buildings but there must be a proper way to prevent this. If anyone knows how to stop it happening it would be helpful.

_General Havoc
