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Subject: RenX question

Posted by [Anonymous](#) on Fri, 22 Nov 2002 15:54:00 GMT

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^ the garbage RenX is pumping out...

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Subject: RenX question

Posted by [Anonymous](#) on Fri, 22 Nov 2002 15:54:00 GMT

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Hey guys, RenX / gMax is doing something that is really irritating me, when I create a plane, or box or anything else for that matter, instead of making a solid plane, it cuts a diagonal line down the plane, and doubles the polys... Does anyone know how to stop this?

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Subject: RenX question

Posted by [Anonymous](#) on Fri, 22 Nov 2002 16:04:00 GMT

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0.o that didn't work... OK, no ASCII demonstrations...

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Subject: RenX question

Posted by [Anonymous](#) on Fri, 22 Nov 2002 16:06:00 GMT

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Lets look at your sidebar and make it have 1x1x1 polygons. That's all there is to it.

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Subject: RenX question

Posted by [Anonymous](#) on Fri, 22 Nov 2002 16:16:00 GMT

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I just reinstalled, which also removed another bug, so I am happy, I am redoing Tiberium Swamp, reducing it's 32 000 polies down to about 1500...

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