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Subject: Creating Polygons...

Posted by [Sanada78](#) on Wed, 07 May 2003 16:39:15 GMT

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I just had some annoying thing happen when my new plane had some of the polygons tessellated somehow. As I can't undo it I deleted them and now I'm replacing them with "Create Polygons" tool. Now when I do this, it fills it in but you get this crap edge appears through it. The problem is that this edge shows up even when it's been textured and it looks shit. Also when you move one of the vertexes on the polygon it looks even worst. Why doesn't it just show up like it does on a new plane? Sorry I can't post up a pic as I don't know how to here (unless I use an URL) and n00bstories is down.

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Subject: Creating Polygons...

Posted by [Captkurt](#) on Wed, 07 May 2003 16:47:18 GMT

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I keep a back up of all my work, esp. when working with RenX. if you did this you could go back to that point, and start from there.

Just a word or advice, backup, backup, backup.

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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

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Subject: Creating Polygons...

Posted by [NeoX](#) on Wed, 07 May 2003 19:57:14 GMT

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I think i no whats happening post a pic for me to be sure

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Subject: Creating Polygons...

Posted by [maytridy](#) on Wed, 07 May 2003 20:13:51 GMT

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If there are 2 vertexes (on each side of the edge) maybe you could weld them. But i'm not sure of the problem.

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Subject: Creating Polygons...

Posted by [General Havoc](#) on Wed, 07 May 2003 21:05:30 GMT

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This is what i am getting when i use the create polgon tool. I know the picture is from Leveledit but it looks pretty much the same in RenX.

\_General Havoc[/img]

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Subject: Creating Polygons...

Posted by [OrcaPilot26](#) on Wed, 07 May 2003 23:28:00 GMT

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use the smooth modifier under mesh editing.

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Subject: Creating Polygons...

Posted by [General Havoc](#) on Thu, 08 May 2003 09:59:58 GMT

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The whole mesh is aligned at Z0 and is flat. I could indierstand if it wasn't flat, it would cause lighting issues but smooth mesh just flattens it, which doesn't help as it is already flat.

\_General Havoc

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Subject: Creating Polygons...

Posted by [Halo38](#) on Thu, 08 May 2003 10:33:54 GMT

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There is a simalar problem on those large metal gaurd posts (the things that we see in walls city & volcano etc) if you import the model from one of the MP maps. i was going to put them on the mod x with a simple solution of how to eliminate this error, but as n00bstories is down i can't upload a pic (can you upload pics to the mod x??? they don't show when you preview your post)

Anyway place a default light source above the problem area (for a quick fix only!!)

Maybe turning an edge or two might help also.....

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Subject: Creating Polygons...

Posted by [General Havoc](#) on Thu, 08 May 2003 10:54:38 GMT

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Yeah you can post on the ModX. Add it at the bottom of my post as it is a related problem to save spammin with loads of posts. Attach an image to the post and you can either link to the post or directly to the image. Right click the image and select "properties" and copy that url you see.

Place the url in between the two image tags here and you will get something like this:

\_General Havoc

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Subject: Creating Polygons...

Posted by [Halo38](#) on Thu, 08 May 2003 11:59:20 GMT

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ahh for some reason the upload of the pic don't always work but it is done now....

Here is the quick fix for the models it should work for other realated problems too.

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Subject: Creating Polygons...

Posted by [Sir Phoenixx](#) on Thu, 08 May 2003 12:42:54 GMT

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General HavocThis is what i am getting when i use the create polgon tool. I know the picture is from Leveledit but it looks pretty much the same in RenX.

\_General Havoc[/img]

When you use the create polygon tool, are you just connecting 3 vertices to create a triangle, or are you connecting all of the vertices on that side to close it? (Like if you had a basic box and you deleted the faces off of one of it's side, are you connecting the 3 vertices to create 1 polygon, then connecting the other 3 vertices to create the opposite polygon so that it forms the square? Or are you just connecting all 4 polygons at once to create the polygon?)

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Subject: Creating Polygons...

Posted by [General Havoc](#) on Thu, 08 May 2003 14:24:12 GMT

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I deleted a polygons from the mesh to give me a hole then I added polygons around the edges to bring it up to the building. I made them by clicking two existing verticies then making two more that I later aligned with the building. I made them in an anit-clockwise direction so they face the correct way. I also divides some edges to give me some extra verticies to play with.

\_General Havoc

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