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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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