
Subject: Re: shaders.dll crash

Posted by [saberhawk](#) on Sat, 24 May 2008 01:50:04 GMT

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Replace 4 lines starting at the one that has the arrow with:

```
memcpy(polygon_array,mmc->Poly->Get_Array(),mmc->PolyCount*sizeof(Vector3i));
if (mmc->GapFiller)
{
    memcpy(polygon_array+mmc->PolyCount,mmc->GapFiller->PolygonArray,mmc->GapFiller->PolygonCount*sizeof(Vector3i));
}
```

Thank you and have a nice day
