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Subject: C&C Commando : Nod Turret

Posted by [Sir Phoenixx](#) on Thu, 27 May 2004 01:40:29 GMT

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Phoenix - AeonLike I said a polygon is a multi-sided shape, It doesn't have a fixed number of sides, hell you could have your basic poly as an octagon if you wanted.

When you're talking about things like 'polygon count', a polygon is just a triangle, nothing more, nothing less.

Go into gmax/renx, create an 8 sided cylinder, delete all of the vertices except for the ones on the very end, and you'll find that the polygon count would be 8, not 1. (6 polygons if it's optimized)

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