Subject: Eddital mesh in renx
Posted by Fleetatks on Fri, 15 Jul 2005 23:35:20 GMT
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how do u make it so theres more then just 16 dots on ur mesh thing?

Subject: Re: Eddital mesh in renx
Posted by danpaul88 on Fri, 15 Jul 2005 23:40:45 GMT
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by dots I assume you mean verticies?

To make more dots you have to change the Length and Widths segs values before converting to mesh.

Subject: Re: Eddital mesh in renx
Posted by Fleetatks on Fri, 15 Jul 2005 23:45:00 GMT
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and how do u do that and what does it mean lol?

Subject: Re: Eddital mesh in renx
Posted by danpaul88 on Fri, 15 Jul 2005 23:48:41 GMT
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uhm, when you create the plane (using a plane as an example) the default settings are 3 Length and 3 Width Segments. This means the plane is 3 polygons wide and 3 polygons long.

If when you first make your plane you increase the value of the Length or Width it chops the plane into smaller segments, creating more polygons and therefore more dots.

For example 5 Wide and 5 Long will give 25 dots.

Hope this helps, its hard to explain simply....

Subject: Re: Eddital mesh in renx
Posted by Fleetatks on Fri, 15 Jul 2005 23:51:32 GMT
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k i go get learned by looking at that ther thingamawhat :]

Subject: Re: Eddital mesh in renx
Posted by Fleetatks on Fri, 15 Jul 2005 23:59:55 GMT
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k i figured it out im a genious