
Subject: polygon merging in Gmax
Posted by [flyingfox](#) on Mon, 20 Feb 2006 19:18:08 GMT
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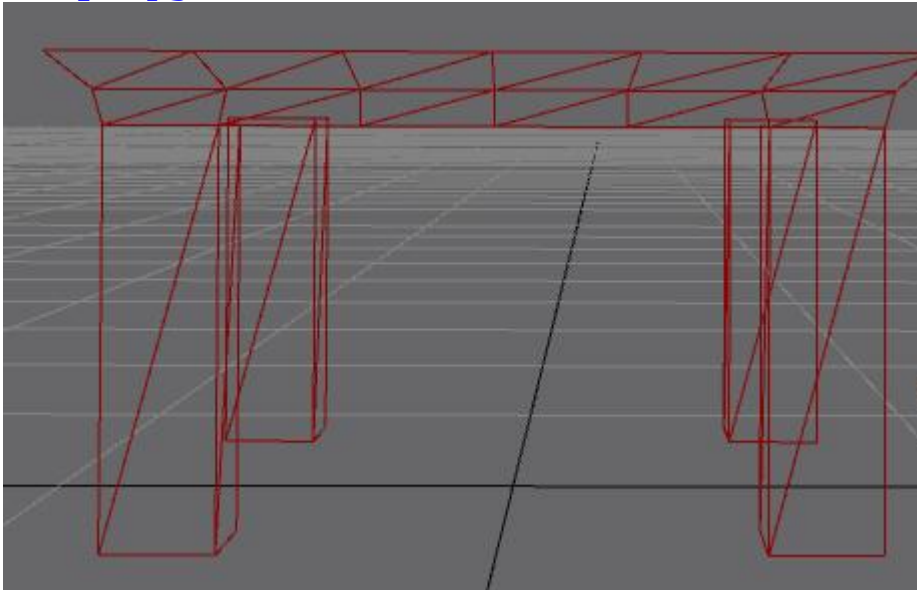
Ok you know how when you create any object in GMAX it will, by default, turn each polygon into 2 triangles with a division edge going between 2 corners of the polygon?

I can't for the life of me figure out how to stop that. How do you disable this so that GMAX will create objects with single polygons -- no division -- or turn existing divided polygons into one polygon?

I know this is a newb question but nothing in the help section in the program works, and I can't find anything on google..

File Attachments

1) [polygon division.JPG](#), downloaded 290 times



Subject: Re: polygon merging in Gmax
Posted by [Aircraftkiller](#) on Mon, 20 Feb 2006 19:34:20 GMT
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You can't do that because every polygon is a triangle, and every face you make that's squared will invariably be made up of two triangle polygons.

Subject: Re: polygon merging in Gmax
Posted by [Kamuix](#) on Mon, 20 Feb 2006 19:40:49 GMT

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If it was done it really would'nt be a polygon anymore. But I think there is a mode that changes the way the polygons are devided which makes texturing easier.

Subject: Re: polygon merging in Gmax
Posted by [JeepRubi](#) on Mon, 20 Feb 2006 20:45:02 GMT
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Polygon, a closed plane figure bounded by three or more line segments.

So, it would still be a polygon.

Subject: Re: polygon merging in Gmax
Posted by [JRPereira](#) on Mon, 20 Feb 2006 21:51:04 GMT
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He's probably referring to how the earlier versions of 3dsm and gmax didn't show all of the triangles that built up each poly.

No idea how to change it back to how it used to be.

Subject: Re: polygon merging in Gmax
Posted by [Naamloos](#) on Tue, 21 Feb 2006 01:28:21 GMT
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I never see any of that in my Gmax unless I import a model I didn't create myself

But I'm happy with that, because I think it's confusing especially when using things like extrude.

Subject: Re: polygon merging in Gmax
Posted by [Spice](#) on Tue, 21 Feb 2006 02:06:57 GMT
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Hmm I had this problem awhile ago. I'm not sure how I got around it but there is away to hide those division segments.

One thing that would be causing that, as namey mentioned, If you imported mesh, the triangles will be divided within the polygons. In 3dsmax you can remove them by selecting the edge in editable polygon and pressing backspace on your keyboard.

Subject: Re: polygon merging in Gmax
Posted by [Aircraftkiller](#) on Tue, 21 Feb 2006 04:04:03 GMT
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If you don't want to see the face edges, right click on the object and select properties. Enable Edges Only, that won't show the individual edges of each polygon's faces.
