

Hi there fellow station coders...

Here is a SHADY bit of source code to subdivide your polygons, it comes in handy when your polys get big and are distorting / disappearing.

The reason I've uploaded this is because I tried using 'SubPol3' and 'SubPol4' in libgte.lib and they are very very slow... :)

Examine the C code closely and I'm sure you'll find it easy to implement into your own code. I coded this routine a while back for the game 'ShellShock', this version was slotted into 'BLAM' in a matter of minutes.

>Has anyone managed to subdivide the RGB values properly on a GT3 or >GT4? This code will only subdivide the RGB values correctly if red, >green and blue are all the same... any ideas? EMAIL please...

GT3 & GT4 Bug Fixed by Morten Ofstad @ SCEE.

If you find this demo useful or have any questions email me...

Derek Leigh-Gilchrist / Core Design.

del@nlights.demon.co.uk

files related to this demo...

IFF	<DIR>	- iff graphics
DATA	<DIR>	- raw version of graphics
SUBDIV.DOC		- this handy doc file
MAIN.CPE		- the demo cpe file (run it!)
MAIN.PRJ		- project file
MAIN.LNK		- link file
MAKEFILE.MAK		- makefile
SUBDIV.H		- C header file for r3000 subdiv code
SUBDIV.MIP		- the r3000 subdivide source code
SUBDIV.OBJ		- object file for subdiv.mip
MAIN.H		- main header file (empty as a bitch)
MAIN.C		- main C file (the demo source code)
MAIN.OBJ		- object file for main.c