Polygon information

The polygons in Marathon do many different things. Just stepping on a polygon can send you somewhere way off in another part of the level.

Double-click a polygon to display the Polygon Information window shown below.

ight now, the most important part of the window is the Polygon Type. Its types are as follows:

Normal
Item Impassable
Monster Impassable
Minor Damage
Major Damage
Platform (permutation = platofrm index. Platofrm menu not yet imlemented)
Light On Trigger (permutation = light index to turn on)
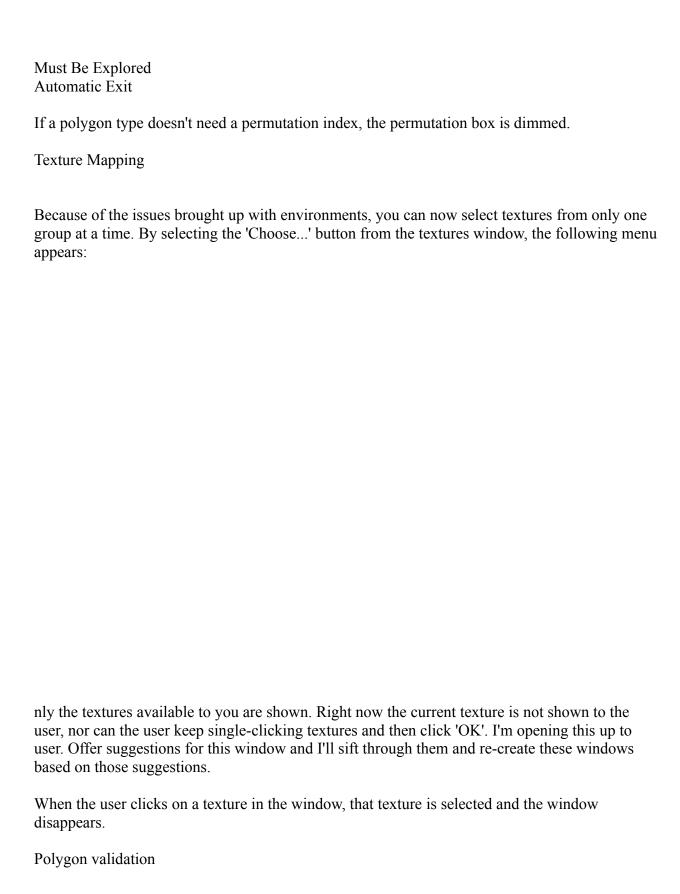Platform On Trigger (permutation = platform to turn on)
Light Off Trigger (permutation = light index to turn off)
Teleporter (permutation = polygon to send player to)
Glue
Glue Trigger
SuperGlue

Must Be Explored
Automatic Exit

If a polygon type doesn't need a permutation index, the permutation box is dimmed.

Texture Mapping

Because of the issues brought up with environments, you can now select textures from only one group at a time. By selecting the 'Choose...' button from the textures window, the following menu appears:

nly the textures available to you are shown. Right now the current texture is not shown to the user, nor can the user keep single-clicking textures and then click 'OK'. I'm opening this up to user. Offer suggestions for this window and I'll sift through them and re-create these windows based on those suggestions.

When the user clicks on a texture in the window, that texture is selected and the window disappears.

Polygon validation

In order for polygons to work in Marathon, they must all be convex. This means that all adjacent lines in a polygon must be less than 180 degrees with each other. If a point of a polygon makes it non-convex, it is shaded red.

latforms

 If a polygon is a platform, you have the ability to edit the platform's data members.