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...

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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
```