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Subject: Robocop's Pistol

Posted by [PermaGrin](#) on Thu, 15 Jul 2004 18:10:19 GMT

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Only polygons that can not be seen are on the underside of the top part. I have left those there because I plan to animate it for firing and reloading animations.

EDIT: After a little help/input from Havoc89, I came to this...

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