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Subject: Re: Cubes

Posted by [jamiejrg](#) on Tue, 29 May 2007 20:05:17 GMT

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There is another way.

Delete the poly(s)

Select all the polys

Scroll down the editable mesh options and press flip.

Just see what happens.

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#### File Attachments

1) [face.JPG](#), downloaded 239 times

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