

---

Subject: C&C Commando : Nod Turret

Posted by [SuperFlyingEngi](#) on Wed, 05 May 2004 00:46:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I bet a lot of polys went in to those cracks in the base. Could you take those out, check the poly count, and then post a picture with a flush base? Might not look all that bad and could save a lot of polys.

---