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Subject: C&C Commando : Nod Turret

Posted by [Genocide](#) on Wed, 26 May 2004 15:34:05 GMT

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Polys is just short for Polygons, which are blocks of meshes that look like squares, if u was to model in Edit Poly you would just be editing the blocks instead of triangles.

Edit in Mesh and your in triangle mode.

Im only saying what ive learnt.

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