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Subject: Polygon Errors?

Posted by [DeathAX](#) on Mon, 30 Aug 2004 02:14:14 GMT

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I didnt even think of un welded vertices and never thought to check. That cleared it all up and I cant belive I didnt check. I was about to redo the whole model tommorrow. This is a big relief.

Thanks permagrin and to think I was argueing to post and ask or not.

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