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Subject: C&C Commando : Nod Turret

Posted by [Deactivated](#) on Sat, 08 May 2004 09:56:39 GMT

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AircraftkillerIt still doesn't look like a turret. It's off-center and has way too many polygons.

The texture job isn't too good, either.

Nothing's enough fine for ya? :rolleyes:

It needs to be 2 polys, with exteme detail with 2x2 texture map that is so sharp that it cuts a hole in to your monitor.

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