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Subject: Creating Polygons...

Posted by [General Havoc](#) on Thu, 08 May 2003 14:24:12 GMT

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I deleted a polygons from the mesh to give me a hole then I added polygons around the edges to bring it up to the building. I made them by clicking two existing verticies then making two more that I later aligned with the building. I made them in an anit-clockwise direction so they face the correct way. I also divides some edges to give me some extra verticies to play with.

\_General Havoc

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