Subject: I need some Textures
Posted by Anonymous on Mon, 17 Feb 2003 09:16:00 GMT

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HELLO?!?! Did we forget about the 2 side w3d option? Just select your box, go into the w3d tools, and select 2 side. Problem solved.   However, if you are making a tunnel, I would suggest deleting the polygons for your entrance, then selecting all of the remaining polygons, and selecting the Flip option in the modifier tab. That is the easiest way. [February 17, 2003, 09:21: Message edited by: vloktboky03]