
Subject: Re: Weapon model dissapering w3d
Posted by [Mad Ivan](#) on Sun, 11 Jun 2006 18:44:48 GMT
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Jeep Rubi wrote on Sun, 11 June 2006 20:06Or, do it the easy way. Go to the w3d settings and check off "2 sided"

that would produce problems with the model's shadow ingame...
