
Subject: Re: Some Questions

Posted by [saberhawk](#) on Sat, 04 Apr 2009 03:41:23 GMT

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Gen_Blacky wrote on Fri, 03 April 2009 22:46

Question 2 is it possible to made a plane with 2 sided w3d options and both sides have projectile collision. I can only get the original side to have projectile collision and i don't want to make another side because it would look weird.

It wouldn't because backfaces are culled. As long as the surface normals point away from each other you'd only see one side, even if it's alpha-blended.
