
Subject: Problems when putting hill/ramps in my maps.
Posted by [Deafwasp](#) on Mon, 16 Feb 2004 04:01:47 GMT
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The invisible parts that block you are the back face of a plane that has collision settings, If you want to see them, do the 2 sided thing Seal suggests, If you want that not to be there, go back into Renx and move stuff.
