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Subject: Problems when putting hill/ramps in my maps.  
Posted by [Aircraftkiller](#) on Mon, 16 Feb 2004 04:52:01 GMT  
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That's half-assing it. You've got double-backfaces, Renegade treats one as the proper side, so you have to look underneath the mesh and delete the offending polygons that are facing the wrong direction, problem fixes itself then.

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