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Subject: Planes

Posted by [Anonymous](#) on Wed, 23 Oct 2002 16:42:00 GMT

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You know how planes have 1 side and the other side you can see right through, is there a way to make a 2 sided plane? I mean if i wanted to create a dome ceiling, i could create a sphere and cut in half, but it will still be see through underneath.or do i just have to move the verticies by hand?

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Subject: Planes

Posted by [Anonymous](#) on Wed, 23 Oct 2002 16:50:00 GMT

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Make another Plane And Rotate it.

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Subject: Planes

Posted by [Anonymous](#) on Wed, 23 Oct 2002 17:34:00 GMT

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How about enabling 2-sided rendering?

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Subject: Planes

Posted by [Anonymous](#) on Wed, 23 Oct 2002 20:10:00 GMT

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Make a box that has 0.0 m width or length.

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Subject: Planes

Posted by [Anonymous](#) on Wed, 23 Oct 2002 21:16:00 GMT

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that would work fine exsept i only want 1 sides worth of verticies. also, it would be a lower poly count if it was a plane. and 1 more thing, i want to do this with a plane or a hemisphere, i dont think thosr suggstions will werk with a sphere.

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Subject: Planes

Posted by [Anonymous](#) on Wed, 23 Oct 2002 21:40:00 GMT

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I don't know if it cuts out the polys but...Make a plane and then in the W3D Settings check the box that says 2Side. This will not make it appear 2 sided in RenX but in Commando Editor it will be 2

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sided.

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Subject: Planes

Posted by [Anonymous](#) on Wed, 23 Oct 2002 21:42:00 GMT

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wait, what?

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Subject: Planes

Posted by [Anonymous](#) on Wed, 23 Oct 2002 21:49:00 GMT

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Let me state this better. In RenX, create a plane then go to the utilities button (the hammar icon) and go down a press the W3D tools icon. Scroll down until you see Geometry Options and on the right side there will be an option called "2Side", click that. And even though it will not appear to be double sided in RenX it will be double sided in Commando Editor.

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Subject: Planes

Posted by [Anonymous](#) on Wed, 23 Oct 2002 22:12:00 GMT

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quote:Originally posted by rjs87:Let me state this better. In RenX, create a plane then go to the utilities button (the hammar icon) and go down a press the W3D tools icon. Scroll down until you see Geometry Options and on the right side there will be an option called "2Side", click that. And even though it will not appear to be double sided in RenX it will be double sided in Commando Editor.LOL! Yep. I just think it's funny sorry. If you want to see both sides of the polys in RenX, try clicking the right button of your mouse and go to properties and uncheck "backface cull" or something like that...

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Subject: Planes

Posted by [Anonymous](#) on Thu, 24 Oct 2002 03:09:00 GMT

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But be carefull!!!!!!The Projektile Collison Settings only exists for the 'real' side! At the other side you can shot trough! (like the window in the Weponsfactory, where you can shot thorug from the Konstruction zone)

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