
Subject: 2SIDE in W3D options
Posted by [Titan1x77](#) on Tue, 18 Mar 2003 06:30:27 GMT
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i check this off and my texture apears on both sides but theres nbo collision on the bottom side.
How do i fix this so theres collision on both sides?

Subject: 2SIDE in W3D options
Posted by [laeubi](#) on Tue, 18 Mar 2003 07:52:38 GMT
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There is now way, the colision just work for the 'real' side. but you can copy the plane or whatever it is, and just flip the vertices of the new obejct...done.

Subject: 2SIDE in W3D options
Posted by [Captkurt](#) on Tue, 18 Mar 2003 21:44:51 GMT
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Make it out of a thin box instead
