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Subject: I need some Textures

Posted by [Anonymous](#) on Mon, 17 Feb 2003 09:30:00 GMT

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quote:Originally posted by TestGun.:I really only have one problem, and that is that when i make a box in gmax, and remove the lid of the box, the inside is invisable while the outside is visable. I am trying to make my own tunnels and buildings but if i try to make it, the inside and nothing in it.. how do i make it so that a box can have a floor and texture on both sides of the plane?Your on the right track for the tunnels -use a box then flip the normals (in properties)you only need to see the inside of the tunnels (for example - look at the hourglass level in your how to folder).To make a building - same concept -the exterior will be normals out - and the interior will be normals in - of a different set of meshes.Once again - look at the way hourglass is setup.the outside shells of the MP buildings are there - but the interiors are called in by a ~bone.they are simply combined meshes that are a bit smaller than the exterior. and with the doors in place - you dont see the gap between the walls.

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