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Subject: The vis in tunnels

Posted by [Anonymous](#) on Wed, 30 Oct 2002 10:01:00 GMT

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quote:Originally posted by steggyd:Oh wait. One more thing. At the above ground end of the tunnel, I do have one of Renegade's stock rocks. At the underground end of the tunnel, I have Recon bikes spawns. Will these be considered backfacing polygons that affect my vis? If so, how can I get around it?hmm they shouldnt - but try to remove them and if it works

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