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...