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Subject: [Fixed] - Help me with RenX problem

Posted by [General Havoc](#) on Sat, 05 Apr 2003 08:58:11 GMT

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Yeah it's a problem that occurs normally when you use the create face or create polygon tool. It can also occur when just editing a mesh to make a hole around an object in the ground or just editing the mesh in general. It seems to make the faces in reverse as you can see the non culled face from the back of the mesh. I'd ask Sir Phoenix because he has a good knowledge of using 3DS and Gmax so he might know a way around this. Hope you figure it out anyway.

\_General Havoc

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