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Subject: Yay! More questions!

Posted by [Sir Kane](#) on Mon, 28 Feb 2005 21:18:37 GMT

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There are doors in the presets that take keycards to open them.

Polygons (faces) are only visible from the side they point to (defined by the normal). So you need a mesh for both, ceiling and floor. You could use a box or whatever for that.

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