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Subject: here are a few bugs

Posted by [Aircraftkiller](#) on Sun, 25 Apr 2004 01:39:18 GMT

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The glass is 2Side in W3D export options. This means it's a one sided plane forced to be two sides.

The actual side that wasn't forced to be mirrored on the other side is facing into the Weapons Factory. The other side isn't projectile collidable, so weapons pass right through.

It's a bug.

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