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Subject: back side of poly's

Posted by [svensmokavich](#) on Wed, 23 Jun 2004 00:57:28 GMT

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so tanks seem to stick to the back side of polys or is it just me?my guess would b a small part goes through and the other side wont let it come back so it gets stuck,would it work if i made a 4 sided tube and cut away the outside and only used the inside? just tryin to make tunnels for tanks

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Posted by [PermaGrin](#) on Wed, 23 Jun 2004 01:41:38 GMT

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you could, or you could just make a cylinder and flip the normals.

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Subject: back side of poly's

Posted by [svensmokavich](#) on Wed, 23 Jun 2004 01:46:17 GMT

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well i made them by extruding so i figured thats y cuz im usin inside of the poly.is there a easy way to fix the existing tunnel?besides like make a curb down it i guess u could say:P

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Subject: back side of poly's

Posted by [Sir Phoenixx](#) on Wed, 23 Jun 2004 02:04:38 GMT

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What are you trying to do? Get the polygons reversed?

Select the polygons, scroll down on the right tool bar to the surface properties, and click the "flip" button.

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Posted by [Spice](#) on Wed, 23 Jun 2004 02:24:22 GMT

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Also you should detach your extruded meshes you used as a barrier. Make sure there is no texture on the mesh when detaching. Vechicles do get stuck when hitting the hidden side of a mesh. So always make sure its facing the way your vehicle will hit it and you will be ok.

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Subject: back side of poly's

Posted by [svensmokavich](#) on Wed, 23 Jun 2004 02:28:38 GMT

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tx death

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