Subject: ok, real quick......
Posted by Anonymous on Fri, 22 Nov 2002 06:38:00 GMT
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I have created a plane for a waterfall and players can walk through it, how can i make both sides of plane visible? someone has told me this is possible before.

Subject: ok, real quick......
Posted by Anonymous on Fri, 22 Nov 2002 06:45:00 GMT
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I do believe there is a w3d option that lets you enable this...

Subject: ok, real quick......
Posted by Anonymous on Fri, 22 Nov 2002 06:51:00 GMT
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looks like "2 side" but will that work?

Subject: ok, real quick......
Posted by Anonymous on Fri, 22 Nov 2002 08:07:00 GMT
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yes. in the w3d option enable 2 sides. and it will work.

Subject: ok, real quick......
Posted by Anonymous on Fri, 22 Nov 2002 08:32:00 GMT
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ok, thx.

Subject: ok, real quick......
Posted by Anonymous on Fri, 22 Nov 2002 08:46:00 GMT
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Just be careful where U put 2 sided meshes. Vehicles will stick in them. Maybe you will want to put up a Invisable blocker mesh (W3d Hide)with Vehicle collision only set to keep the vehicles from sticking in the waterfall. Unless a Vehicle wont be able to get near waterfall already.and oh yeah, KANE LIVES!

Subject: ok, real quick......
Posted by Anonymous on Fri, 22 Nov 2002 09:21:00 GMT
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****, you see.....this waterfall has a cave behind it where you can get a med tank from.what do i do? the tank has to go through it.maybe i could make a copy of the waterfall and boolean it!could someone tell me how to boolean?

Subject: ok, real quick......
Posted by Anonymous on Fri, 22 Nov 2002 09:54:00 GMT
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quote:Originally posted by DeafWasp:****, you see.....this waterfall has a cave behind it where you can get a med tank from.what do i do? the tank has to go through it.maybe i could make a copy of the waterfall and boolean it!could someone tell me how to boolean?uhm =- just dont set any w3d options for collision on the mesh...that should work....

Subject: ok, real quick......
Posted by Anonymous on Fri, 22 Nov 2002 11:01:00 GMT
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ok, i hope that works.

Subject: ok, real quick......
Posted by Anonymous on Fri, 22 Nov 2002 21:14:00 GMT
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Make an EXTREMLLY thin box, and arch it, then add the texture and the scrolling thing. Make it so vehicles can go through. I've never had a vehicle stick in a box before.

Subject: ok, real quick......
Posted by Anonymous on Sat, 23 Nov 2002 15:09:00 GMT
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Subject: ok, real quick......
Posted by Anonymous on Sun, 24 Nov 2002 00:30:00 GMT
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right click on the waterfall in gmax and go into properties, then unclick backface cull