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Subject: 2 sided

Posted by [Anonymous](#) on Wed, 01 Jan 2003 19:09:00 GMT

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I forgot what someone said about this. If I have a plane that is 2 sided, and it has no collision options selected ('cept projectiles), so objects can pass right through it, will this create any problems? and if so, what?

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Subject: 2 sided

Posted by [Anonymous](#) on Wed, 01 Jan 2003 21:55:00 GMT

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My guess is it'll just be a thin, textured wall that you can walk through but can't shoot through. It would be pretty annoying unless its set up "cool-like"

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Subject: 2 sided

Posted by [Anonymous](#) on Wed, 01 Jan 2003 23:07:00 GMT

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yeah thank you for that.... Anyhow, anyone know of any problems? Or can someone say there are no problems? I am going to use it as a waterfall, and tanks can go through it. Still nothing?

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Subject: 2 sided

Posted by [Anonymous](#) on Wed, 01 Jan 2003 23:34:00 GMT

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im 99% sure it will not creat any problems.

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