Subject: having some trouble when xporting to w3d
Posted by Anonymous on Sat, 18 Jan 2003 23:09:00 GMT
View Forum Message <> Reply to Message

my vehicles seem to be getting 'stuck' on the 'inside' of any mesh that is one-sided in max but 2 sided on the w3d settings.... any idea why?

Subject: having some trouble when xporting to w3d
Posted by Anonymous on Sat, 18 Jan 2003 23:14:00 GMT
View Forum Message <> Reply to Message

Vehicles will stick to the backfaces of any polygons. Extrude the mesh rather than having it 2-sided. 2-sided meshes are mainly for non-physical objects.

Subject: having some trouble when xporting to w3d
Posted by Anonymous on Sat, 18 Jan 2003 23:43:00 GMT
View Forum Message <> Reply to Message

okay thanks for the info on the w3d setting now... how to i extrude as you are saying?

Subject: having some trouble when xporting to w3d
Posted by Anonymous on Sat, 18 Jan 2003 23:47:00 GMT
View Forum Message <> Reply to Message

my cambodia map has a waterfall that is a plane that is 2 sided. It goes right through no problem. But it has no collision options set.

Subject: having some trouble when xporting to w3d
Posted by Anonymous on Sun, 19 Jan 2003 01:07:00 GMT
View Forum Message <> Reply to Message

err okay i found extrude and stuff, but how am i supposed to make it so the faces are flipped?

Subject: having some trouble when xporting to w3d
Posted by Anonymous on Sun, 19 Jan 2003 01:17:00 GMT
View Forum Message <> Reply to Message

update: problem solved... i just flipped my meshes using the'normals' modifier

---