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Subject: [RenX] Annoying Holes in Terrain  
Posted by [Altzan](#) on Sun, 23 Nov 2008 19:32:34 GMT  
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Sometimes when I make terrain in RenX, and export to w3d, I see these annoying holes in the terrain that aren't there in RenX. It's like one of the mesh's faces just disappeared. When I tried remaking the face (incase it wasn't there) RenX told me that face already existed.

This happened twice. The first time it really was a hole and I fell through. The other time it still was solid.

Anyone else have this happen to them, and knows how to fix it?

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Subject: Re: [RenX] Annoying Holes in Terrain  
Posted by [Gen\\_Blacky](#) on Sun, 23 Nov 2008 20:46:44 GMT  
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screen shot ?

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Subject: Re: [RenX] Annoying Holes in Terrain  
Posted by [Sir Kane](#) on Sun, 23 Nov 2008 20:47:48 GMT  
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Sounds like flipped faces to me.

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Subject: Re: [RenX] Annoying Holes in Terrain  
Posted by [Stefan](#) on Sun, 23 Nov 2008 21:08:30 GMT  
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Sir Kane wrote on Sun, 23 November 2008 14:47 Sounds like flipped faces to me.

Ditto.

Try enabling 2side in the w3d settings and see if that helps.

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Subject: Re: [RenX] Annoying Holes in Terrain  
Posted by [Altzan](#) on Sun, 23 Nov 2008 21:46:51 GMT  
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OK I'll try that, I'll bump this if it doesn't work

Thanks guys

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