
Subject: 2-side bug
Posted by [Nightma13](#) on Sat, 07 Jun 2003 10:31:55 GMT
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is this a bug? i was making my walls more relasitic and i made the waterfall go in line with the wall to make it more relalistic then i made it 2-sided and the following came up

the waterfall is 2 objects attached 1 is a box and 1 is a plane and i made the whole thing 2 sided (when you move around form all different angles the Black haze goes to different parts and get bigger or smaller etc

(the black haze appears to only be on the part of the waterfall that was a box)

Subject: 2-side bug
Posted by [ArUsH4nll](#) on Sat, 07 Jun 2003 11:06:10 GMT
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doesn't look too good.

Subject: 2-side bug
Posted by [OrcaPilot26](#) on Sat, 07 Jun 2003 15:58:26 GMT
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that problem is caused when 2 objects are overlaping, If you try moving one of the objects it should correct the problem.

Subject: 2-side bug
Posted by [Captkurt](#) on Sat, 07 Jun 2003 16:26:55 GMT
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yea. you have the waterfall laying too close to the mountain plane, I believe if you bring the water fall out just a tid bit, you'll see the prob. go away.

Subject: 2-side bug
Posted by [Nightma13](#) on Sun, 08 Jun 2003 11:12:49 GMT
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thxs its works now
