
Subject: Some Questions

Posted by [Gen_Blacky](#) on Sat, 04 Apr 2009 02:46:22 GMT

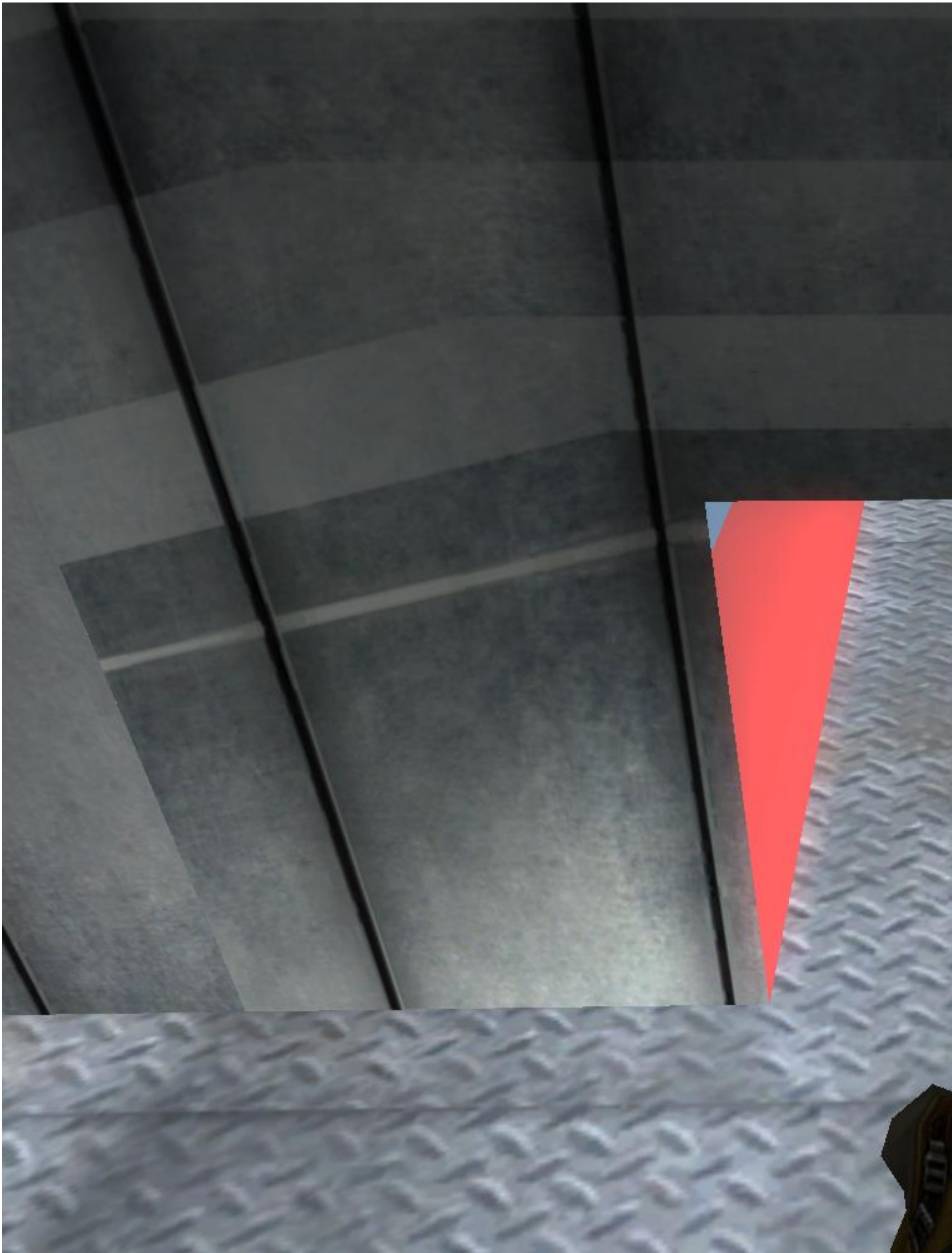
[View Forum Message](#) <> [Reply to Message](#)

can you create like a crawl space in renegade where people have to crouch to enter I tried making one but it didn't work not sure if its possible. Look at the screenshot.

Question 2 is it possible to made a plane with 2 sided w3d options and both sides have projectile collision. I can only get the original side to have projectile collision and i don't want to make another side because it would look weird.

File Attachments

1) [tunnel.JPG](#), downloaded 522 times



Subject: Re: Some Questions
Posted by [Canadacdn](#) on Sat, 04 Apr 2009 03:17:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

To answer both questions, no.

Subject: Re: Some Questions
Posted by [saberhawk](#) on Sat, 04 Apr 2009 03:41:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Fri, 03 April 2009 22:46

Question 2 is it possible to made a plane with 2 sided w3d options and both sides have projectile collision. I can only get the original side to have projectile collision and i don't want to make another side because it would look weird.

It wouldn't because backfaces are culled. As long as the surface normals point away from each other you'd only see one side, even if it's alpha-blended.
