
Subject: How do you make a plane double-sided?
Posted by [Dishman](#) on Tue, 09 Dec 2003 22:19:13 GMT
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Alright, time to get down to business.

How do you make a plane (in 3ds/gmax) double-sided? :rolleyes:

Subject: How do you make a plane double-sided?
Posted by [Gernader8](#) on Tue, 09 Dec 2003 22:31:46 GMT
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In Gmax On the righthand tool bar click the "Hammer">w3d options>2 sided

Subject: How do you make a plane double-sided?
Posted by [Dishman](#) on Wed, 10 Dec 2003 00:53:38 GMT
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Danke viel.

Subject: How do you make a plane double-sided?
Posted by [GonerX](#) on Wed, 10 Dec 2003 18:16:42 GMT
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And if you wanna do it the pathetic way, copy your plane object and past it and then rotate it.
:rolleyes:

Subject: How do you make a plane double-sided?
Posted by [zoogly](#) on Wed, 10 Dec 2003 20:11:25 GMT
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Does this double the poly count or make the game run any slower (as if there were another poly) if you do it to every poly?

Subject: How do you make a plane double-sided?
Posted by [Adavanze](#) on Wed, 10 Dec 2003 20:30:27 GMT
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If you double side it, it cant add polygons, only vertexes which dont cause much lag, making it double sided shouldnt add too much lag, also if you include vis it wont lag for sure.

Subject: How do you make a plane double-sided?
Posted by [zoogly](#) on Wed, 10 Dec 2003 20:34:58 GMT
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Adavanze... also if you include vis it wont lag for sure.

What do you mean by a vis?

Subject: How do you make a plane double-sided?
Posted by [Deactivated](#) on Wed, 10 Dec 2003 23:16:18 GMT
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VIS=Visual Optimization. Hides polygons that are not visible to player.

Subject: How do you make a plane double-sided?
Posted by [Dishman](#) on Thu, 11 Dec 2003 20:36:46 GMT
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Terrain blockers and such.

Subject: How do you make a plane double-sided?
Posted by [zoogly](#) on Thu, 11 Dec 2003 21:24:44 GMT
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Is there a special way to hide the polygons players don't see (and how do I do it)? Or is it automatic?
