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Subject: how to edit proxies

Posted by [Blazer](#) on Fri, 18 Apr 2003 19:11:53 GMT

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Why is shattering glass so mysterious to make? We all know how the "normal" HoN windows shatter and fly out when you break them, yet in nearly every custom map I have seen, the glass does not actually shatter, it just dissappears. It makes the shatter sound, but doesnt fly out in jagged pieces like the WS maps do. Is there some trick to it?

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