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Subject: how to edit proxies

Posted by [General Havoc](#) on Fri, 18 Apr 2003 19:55:10 GMT

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Not so much as a trick just knowing how to do it the key. The only place i know that explains it is in Stonerooks FAQ. There are 2 pages of stuff related to glass and the custom properites that have to be added to the mesh to get the shatter to work correctly. But a have also noticed that not many custom maps have got the galls working properly. This is mainly due it being a pain in the ass to go back to Gmax at such a late stage in making your map to change the glass settings.

\_General Havoc

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