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Subject: HON and Airtower glass breaks wrong.  
Posted by [SomeRhino](#) on Sun, 01 Jun 2003 15:36:23 GMT  
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It does that once you compute the vertex solve on shatter objects. Change the lighting mode from multi-texture to multi-pass (or vice-versa) to reset the level's lighting, then uncheck the shatter objects in the instances tab. You can now compute the vertex solve, then put checks by them again. Or you can do as Blazer said and break them with the walk-through character before doing the light solve.

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