Posted by YSLMuffins on Thu, 11 Jan 2007 21:26:45 GMT

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For most glass--before you compute the vertex solve--you'll have to enter Havoc mode in Level Edit and "punch out" the glass if you want them to shatter in game. It'll also work if you export the glass as a separate mesh so that you can hide it in LevelEdit more easily, and then just computer the vertex solve afterwards.