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Subject: Re: shattering glass

Posted by [Jerad2142](#) on Thu, 11 Jan 2007 21:30:18 GMT

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YSLMuffins wrote on Thu, 11 January 2007 14:26 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.

Actually you will only have to do that if you glass has two passes. I wish I would have known that a week ago, and I would not have redone level 10's glass.

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