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Subject: Re: shattering glass

Posted by [Jerad2142](#) on Fri, 12 Jan 2007 02:45:43 GMT

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It would be difficult but it could be done, you would need a mesh that shattered and then an mesh that had a texture that allowed all bullets to go through it (That way it could take damage). And then in level edit give it one health and make it respawn when killed.

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