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Subject: shattering glass

Posted by [Veyrdite](#) on Thu, 11 Jan 2007 07:53:52 GMT

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how do you set it up, add sounds etc.

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Subject: Re: shattering glass

Posted by [Zion](#) on Thu, 11 Jan 2007 08:16:31 GMT

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Select the mesh and in the w3d tools section select the shatter box.

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Subject: Re: shattering glass

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.

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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 14:26For 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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Subject: Re: shattering glass

Posted by [YSLMuffins](#) on Thu, 11 Jan 2007 22:03:39 GMT

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Would it be possible to use only one pass and still have it look realistic?

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Subject: Re: shattering glass

Posted by [Jerad2142](#) on Thu, 11 Jan 2007 22:34:03 GMT

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Maybe if you tried messing with the 2nd stage. I'm not sure though, but I'm going to mess with it later.

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Subject: Re: shattering glass

Posted by [Veyrdite](#) on Fri, 12 Jan 2007 00:48:12 GMT

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would it be possible to set it up as a seperate object in le, and make it respawrn after it's destroyed?

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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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