
Subject: HON and Airtower glass breaks wrong.
Posted by [Sanada78](#) on Sat, 31 May 2003 22:41:42 GMT

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The glass used for the HON and Air tower doesn't break properly. Instead it just disappears when hit and the break animation happens somewhere else.

Subject: HON and Airtower glass breaks wrong.
Posted by [Captkurt](#) on Sat, 31 May 2003 22:53:39 GMT

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lol, yep.

Subject: HON and Airtower glass breaks wrong.
Posted by [Blazer](#) on Sat, 31 May 2003 23:01:27 GMT

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I'm not speaking from personal experience here, but I have heard that to make the break animation work properly, you have to from WITHIN COMMANDO WALKTHROUGH MODE break the glass. I know it sounds weird, but I have seen it posted more than a couple of times this is what you have to do to make the shatter animation work correctly (besides clicking the box to enable shatter).

Subject: HON and Airtower glass breaks wrong.
Posted by [Sanada78](#) on Sun, 01 Jun 2003 02:12:32 GMT

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I didn't do anything. I suppose I could just leave it, the glass isn't really important anyway.

Subject: HON and Airtower glass breaks wrong.
Posted by [General Havoc](#) on Sun, 01 Jun 2003 08:52:21 GMT

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This is in the Renegade Mod FAQ that it written by me and Stonerook. Here is a link to that specific question. There is also lots of other information in that FAQ that may answer some of your questions. Cick Here

_General Havoc

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.

Subject: HON and Airtower glass breaks wrong.

Posted by [Sanada78](#) on Wed, 04 Jun 2003 19:55:13 GMT

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Thanks all, i have it working now.
