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Subject: Creating glass

Posted by [BlackRose](#) on Sun, 30 Mar 2003 19:16:14 GMT

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I have a few windows in my map that i want to be breakable if i set it as glass should it not break when someone steps on it or shots it or whatever the case may be?

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Subject: Creating glass

Posted by [Captkurt](#) on Sun, 30 Mar 2003 19:45:35 GMT

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After you make your window or glass object, go to the little hammer thingy up in the right corner called (Utilities) then click on the (shatter), box as well as what ever else collisions you want, like vehicles, projectile, physical, camera. this will make your items shatter.

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Subject: Creating glass

Posted by [General Havoc](#) on Sun, 30 Mar 2003 22:06:26 GMT

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I reccommend looking at Stonerook's FAQ, it containd a page or so on making glass and getting it to work correctly in the game after computing vertex light solve. You can get it from Dante's Mod Exchange (link in my signature).

\_General Havoc

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