
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).
