

---

Subject: Re: Permeable surfaces?

Posted by [nopol10](#) on Sat, 17 Nov 2007 00:45:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Permeable=Can be shot through but not "breakable".

To get breakable things like glass, you need to check on Shatter in the W3D section of gmax.

---