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Subject: Re: Probably a dumb question, but  
Posted by [GEORGE ZIMMER](#) on Fri, 21 Nov 2008 21:44:35 GMT  
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cnc95fan wrote on Fri, 21 November 2008 10:29: Is there a script zone you can put on it, then attach scripts which play an animation?

Considered it, but for one, I plan to have a lot of objects like that. Setting them all up would be a pain, and would be a sort of crappy work around. Plus, I KNOW it's possible to just have it work like glass. It pisses me off I don't know how to, though.

Quote:ow LOL, I totally forgotten that then, I think renhelp is your answer.

Looked on renhelp, all I could find remotely similar is a guide to damageable static tiles. Which I already know how to do, and isn't quite what I'm looking for.

Quote:there is glass in some missions that's on roof (comm center) and if you hold shift you can walk on it, jump and it brakes when you land. I think it might have something to do with the warheads (I mean there are tread warheads and maybe foot ones 2 Razz) but it's most likely not (this sounds dumb)

I actually thought that might be it too, as there ARE hit types for ammo presets in LE, but they're not related to warheads. Even looked in armor.ini to see if there was, no luck.

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