
Subject: Re: Building Interior glass bottom?
Posted by [Reaver11](#) on Mon, 01 Mar 2010 10:47:37 GMT
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(so this text isnt mine, yet it does work

First, add your UV mapping and what nots to a box/plane.

Second, select the thing to be your glass and hit 'M.' the properties tab doesn't matter much but change the settings if you desire.

On the Pass 1 tab, hit 'Vertex Material'.

Under the 'Stage 0 Mapping' box change the Type from 'UV' to 'Environment'.

Next, on the 'Shader' Tab change the blend mode to 'Add'.

Then on the 'Textures' tab, change the texture to 'ref_reflect2.tga'. Apply the texture and close the Material editor.

Now, right click your window and hit 'Properties.' Under the 'User Defined' tab, add "LVSMaterial1 = glass" without the quotes. Hit Ok.

Finally, keep your window selected and to go 'W3D Tools'. Under 'Geometry Options', select 'Shatter', and under 'Collision Options' select 'Physical', 'Projectile', and 'Camera.'

Voila, you're done.

If you don't want the window to shatter, just don't select "Shatter" under Geometry Options and do not apply "LVSMaterial1 = Windows1" to the User Defined properties, although you would want to make sure the surface type is Glass. The other steps should make it transparent.

Note, if you are using a plane make sure to select "2Side" under Geometry Options as well, although a very thin box might work better.