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Subject: how to edit proxies

Posted by [Titan1x77](#) on Fri, 18 Apr 2003 05:22:33 GMT

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i want to edit the HON windows so they Don't break....

i see that shatter is selected but im unable to de-select it due to multiple objects selected...

How can i make the glass unbreakable...or how do i edit the proxies?

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Subject: how to edit proxies

Posted by [General Havoc](#) on Fri, 18 Apr 2003 09:33:12 GMT

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Read Stonerooks FAQ found at Dante's Mod Exchange. It has two pages of information about making glass shatterable and properties to do that. To deselect shatter just un-group all of the windows from the HoN itself. Also read the infor in the FAQ about computing vertex solve and windows.

\_General Havoc

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Subject: how to edit proxies

Posted by [Titan1x77](#) on Fri, 18 Apr 2003 16:16:21 GMT

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I wanted to edit the interior windows as well

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Posted by [Captkurt](#) on Fri, 18 Apr 2003 18:53:31 GMT

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Yes, try this, while in G-max click on the little hammer thingy, (Utilities), then click on the "W3d tools" button. Just like normal, but then scroll all the way down to the bottom of the left coulomb and select the "Create Settings Floater" when that comes up, you can make your changes. You can also just UN group the set and do it that way as well. Hope this helps.

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Subject: how to edit proxies

Posted by [Blazer](#) on Fri, 18 Apr 2003 19:11:53 GMT

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Why is shattering glass so mysterious to make? We all know how the "normal" HoN windows shatter and fly out when you break them, yet in nearly every custom map I have seen, the glass

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does not actually shatter, it just dissappears. It makes the shatter sound, but doesnt fly out in jagged pieces like the WS maps do. Is there some trick to it?

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Subject: how to edit proxies

Posted by [General Havoc](#) on Fri, 18 Apr 2003 19:55:10 GMT

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Not so much as a trick just knowing how to do it the key. The only place i know that explains it is in Stonerooks FAQ. There are 2 pages of stuff releated to glass and the custom properites that have to be added to the mesh to get the shatter to work correctly. But a have also noticed that not many custom maps have got the galls working properly. This is mainly due it being a pain in the ass to go back to Gmax at such a late stage in making your map to change the glass settings.

\_General Havoc

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