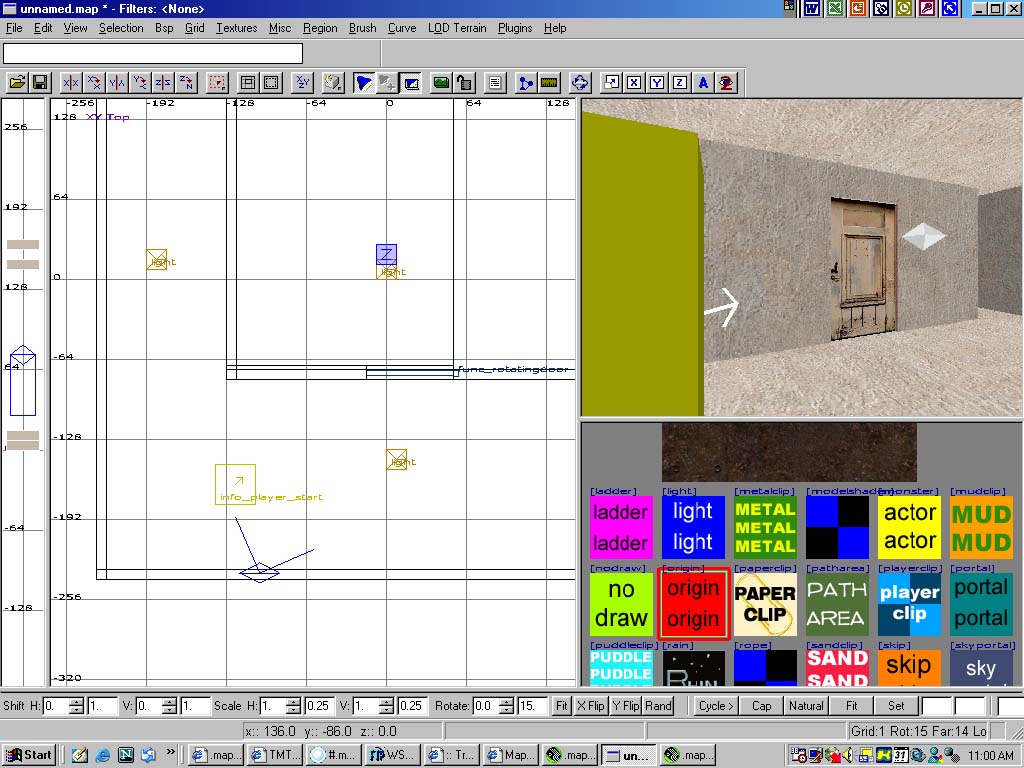
Breakable Windows :: [mohaa\_rox](http://www.mohaaaa.co.uk/phpBB2/profile.php?mode=viewprofile&u=201)  
-------------------------------------------------------------------------------

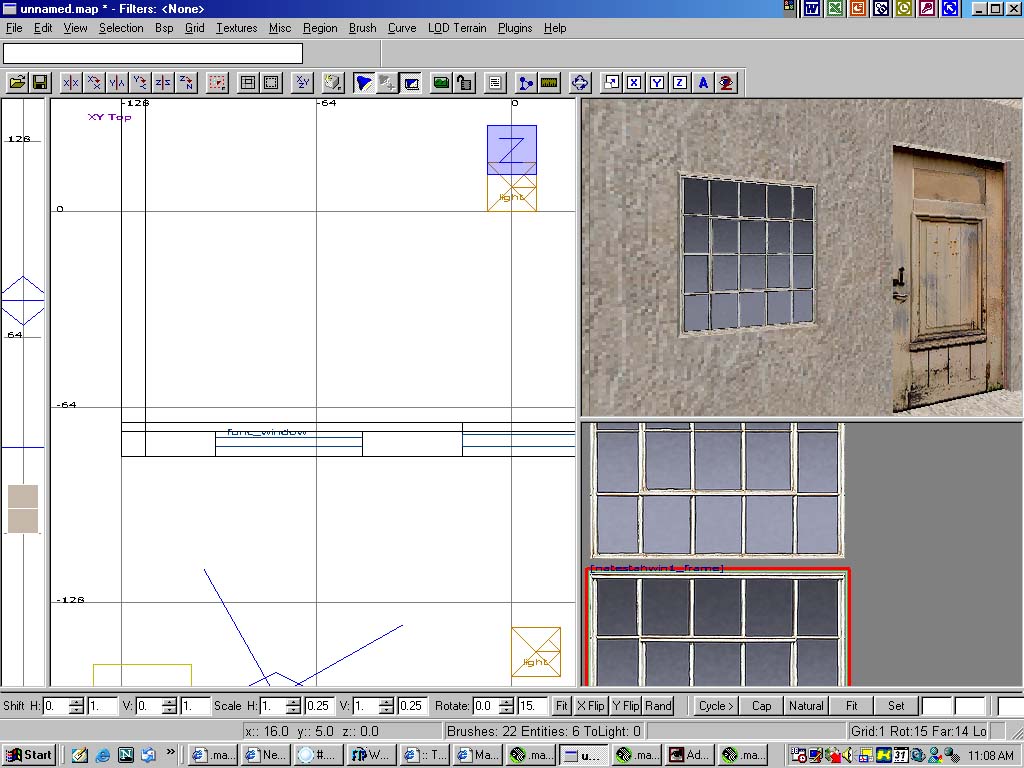
*This tutorial shows you how to add windows and break them.*

Let's get started!

Make a room with and info\_player\_start and lights. Make a little room where you want your window to be. Probably add a door that allows the play to enter the room.

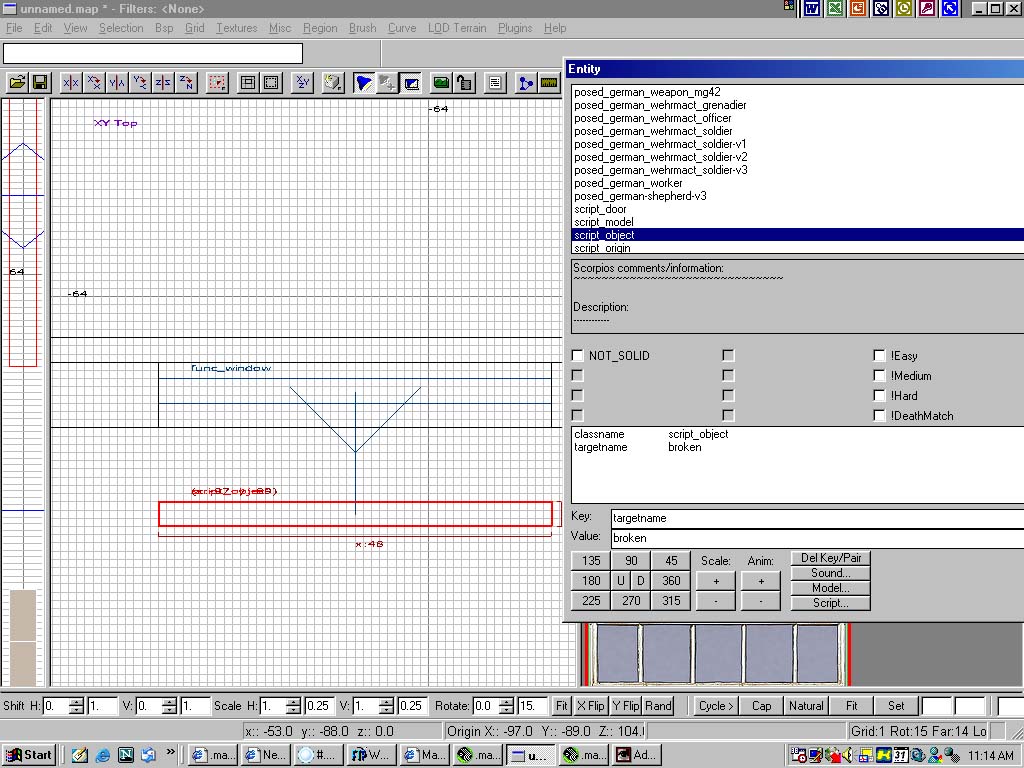


Select any window textures from general\_structure. I used natestahwin1\_frame for the window and natestahwin1\_broken for the broken window. Make a brush and press "ctrl+f" to fit the texture into place. Place it beside the door or anywhere and press csg subtract (I recommend that you do not use this, make the brush manually, since this is a tutorial and it would be easy.) which is next to the hollow button.Give it a func\_window entity.



You may want to check "window\_broken\_block" to prevent the player from jumping through the window. Also give the window a key of "target" and value of "broken".

Next, select the broken window texture (the texture must be the same as the window). I used natestahwin1\_broken which window is natestahwin1\_frame. Make a brush with similar size to the window. Apply the texture and "ctrl+f" fit it. Make the broken window a script object and give it a "targetname" of "broken", which is the target of the window above. You should see an arrow connecting the both of them if you pull one of them away.



If you want you window to be shot more, add this:

|  |  |
| --- | --- |
| health: | number (100-150) |

Any number ranging from 100-150!

Compile your map and play!

[ Download the [Example Map](http://www.fileplanet.com/dl.aspx?/planetmedalofhonor/map/window_tut.zip) ]

Check [this page](http://www.mohaaaa.co.uk/mohaa/forum/viewtopic.php?t=965) for updates and questions/comments in the forum.

Need any help : Ask in the [Forum](http://www.mohaaaa.co.uk/mohaa/forum/index.php)