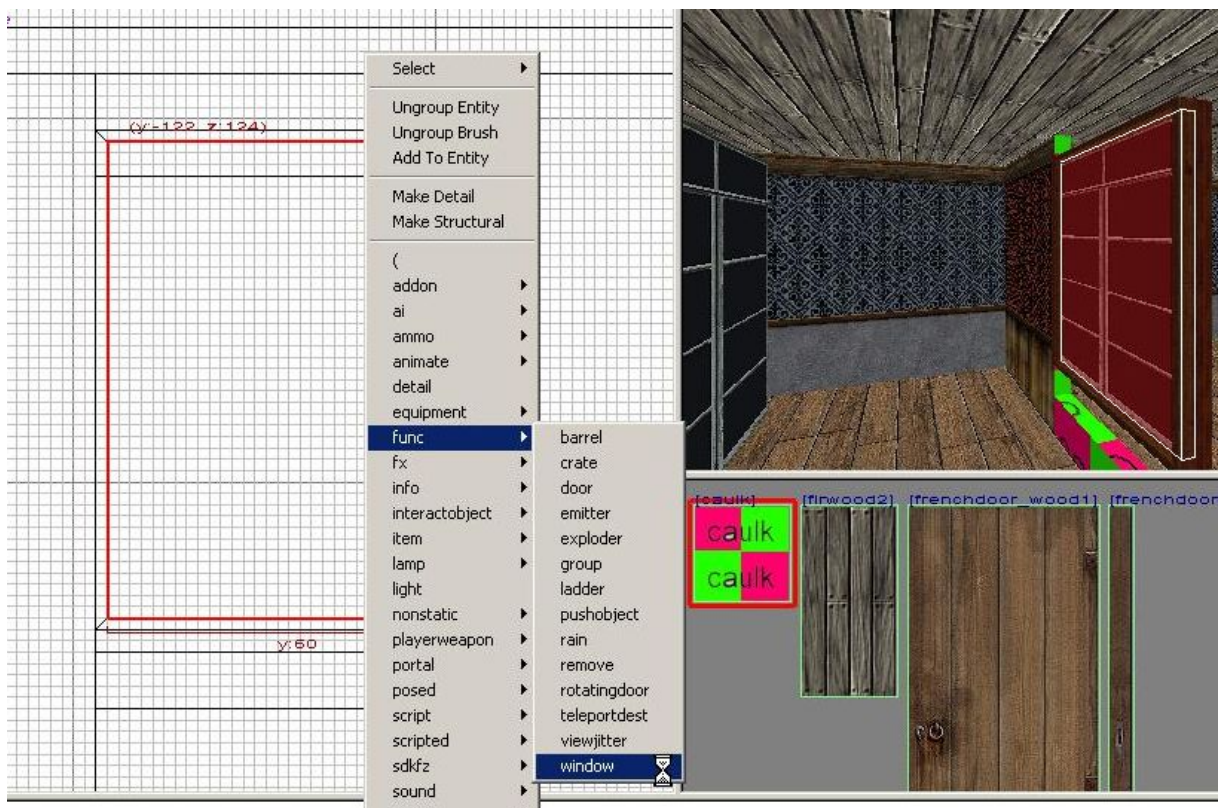
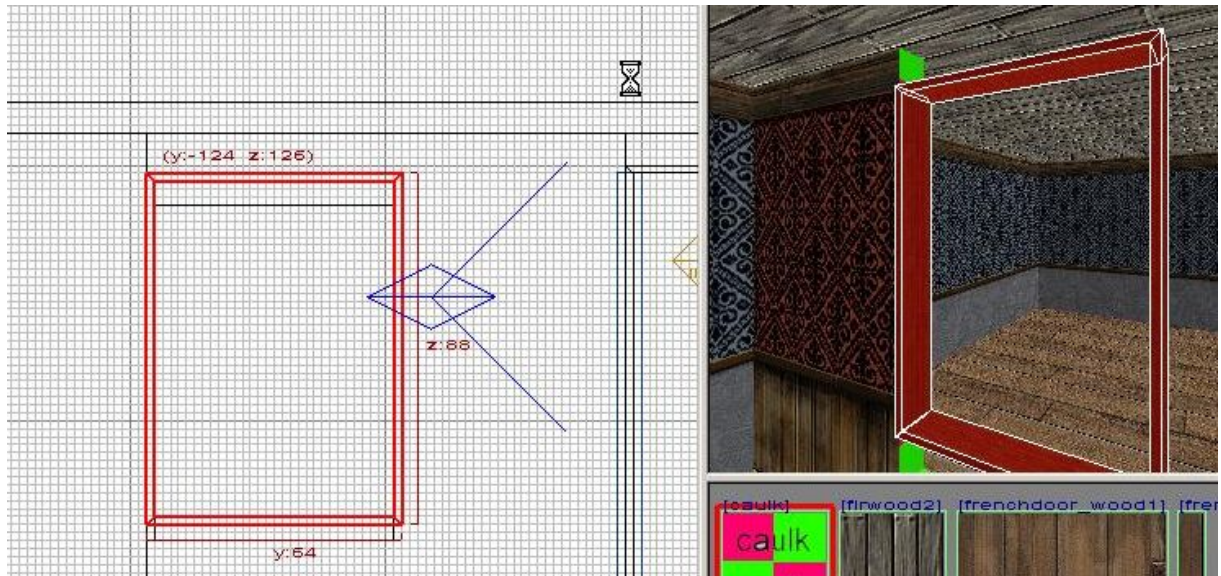


# Windows

We want to make a window that we can shoot to break and then jump through, make a brush that's 84 high by 60 wide by 4 deep, deselect it and make a frame around it that's 2 wide and 12 deep, remember your wall is 8 deep so we want the frame to stick out a bit. Select the wall that you are going to put the window in and delete it (backspace) now position the window and frame where in the room you want it. In this room it's about 32 units up



Texture the frame with a nice wood and then select the window brush, copy it and move the copy out of your way, type window into the search box, find window725\_frame and apply that texture to the brush still in the frame, ctrl+F to make it fit. Right click and give it a func\_window, hit the N key and enter these values: Key: target Value: broken1,

Entity

func\_window  
fx\_300damage  
fx\_cannonsmoke  
fx\_cockroach  
fx\_corona\_red  
fx\_debrisobject\_blockcrete  
fx\_debrisobject\_bolt\_part  
fx\_debrisobject\_chunkcrete  
fx\_debrisobject\_concrete1  
fx\_debrisobject\_concrete2  
fx\_debrisobject\_heavypipe

Brush model \window object  
"spawnitems" is a list of items to spawn when the \window is destroyed.  
"health" sets the \window's health. Default is 250  
"debristype" sets the type of debris to spawn from the \window. Valid values are from 0 - ?. Default is 0

☐ WINDOW\_BROKEN\_

☐ !Easy  
☐ !Medium  
☐ !Hard  
☐ !DeathMatch

☐ Detail

classname

func\_window

Key:

target

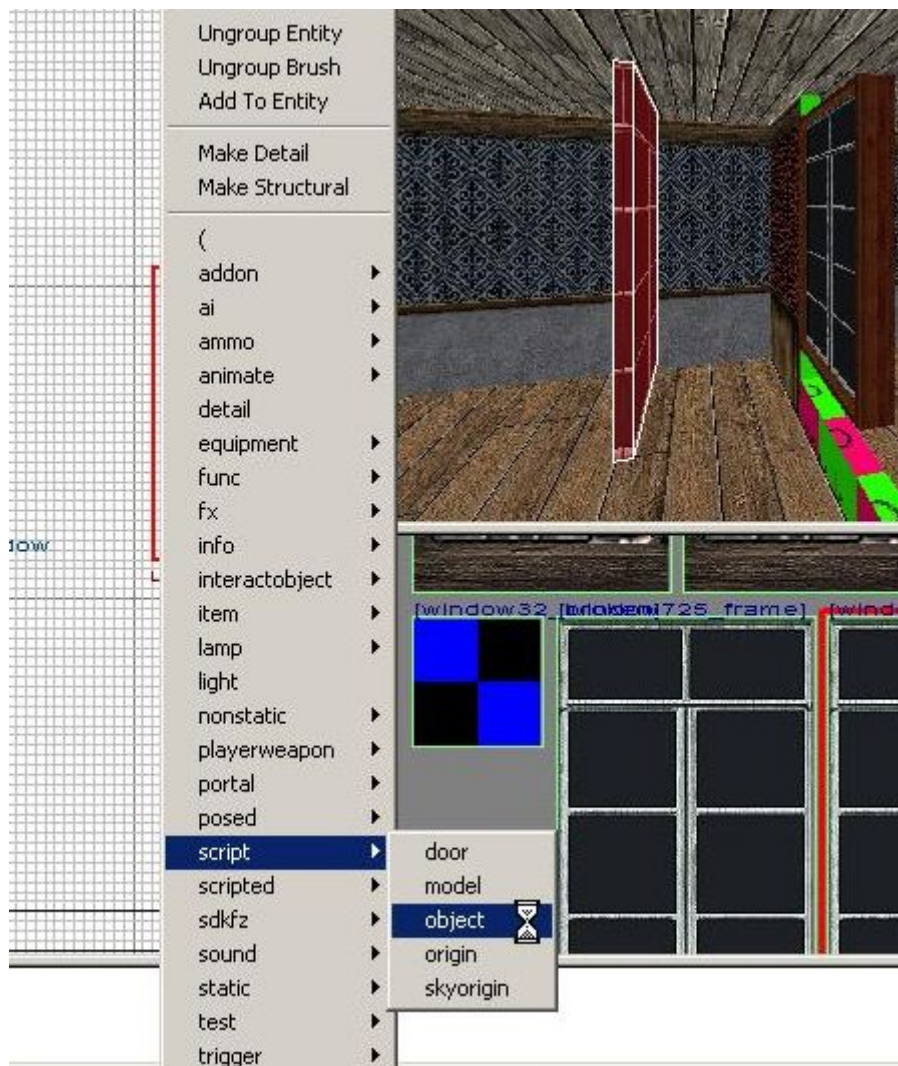
Value:

broken1

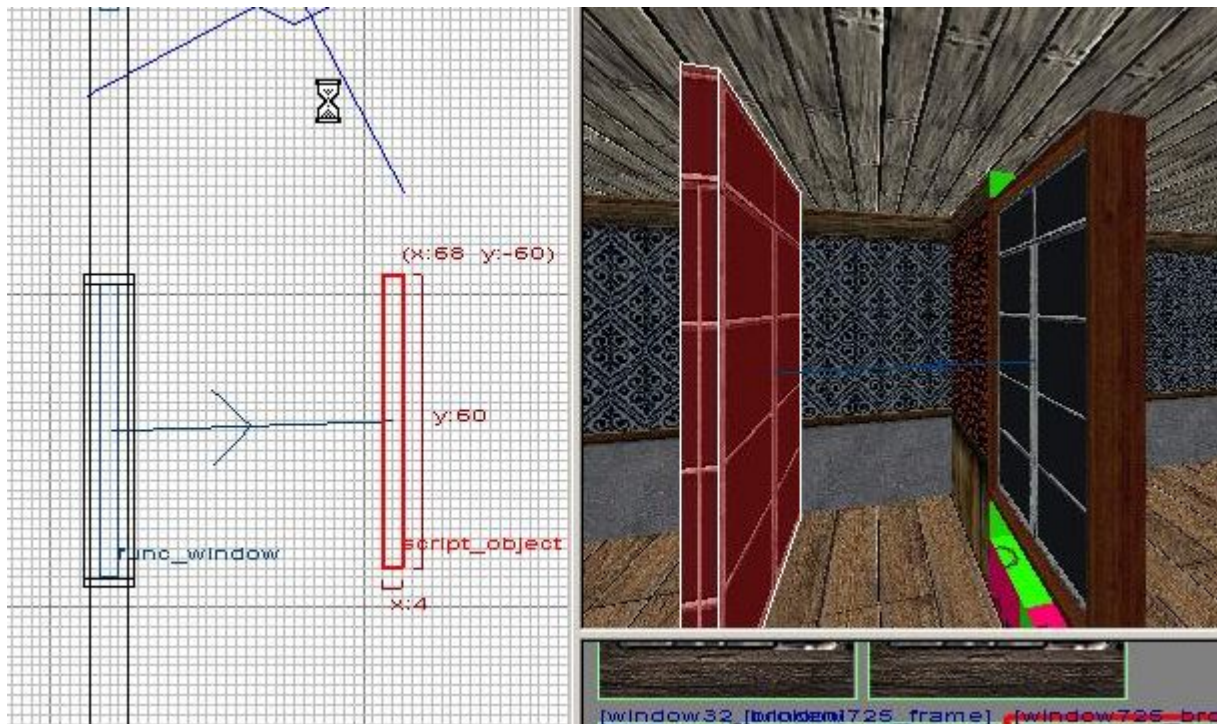
135	90	45	Scale:	Anim:	Del Key/Pair
180	U	D	+	+	Sound...
225	270	315	-	-	Model...
					Script...

⌚





Deselect and click on the other window brush, apply window725\_broken to that one. Now you have to make it a scripted object, right click and select script-object, hit the N key and enter these values: Key: targetname Value: broken1, if you've done it right they should be now joined by a blue arrow. Now slide the broken window into the first one so they are together, You can stop people jumping through your windows by ticking the Window\_broken\_block box in the entity properties, but where's the fun in that? Now build your wall back around the window, compile and break some glass. If you make more than 1 breakable window in your map you obviously have to give them different targetnames, broken2, broken3 etc.



You can make plate glass for big windows by making a big brush, select the front and back of the window and texture it with the same window725\_frame, then scale it out to 8 or 9 in the surface inspector, use the right click and alt to move the texture around to hide any bits that aren't glass, then give it a func\_window and it will smash when you shoot it.