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| **Windows** |
| **What we are going to do:** |
| How to make a window and have it break nice! Just like in "The Bridge" |
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| **Get Going!** |
| Make a room 1024x1024x256 put grid on 8 and hollow it out.  Then make a wall in the middle that is 8 units thick:  http://web.archive.org/web/20050128060951/http://users.1st.net/kimberly/tutorial/windows/middlewall.jpg  Now deselect that!  Make another little brush that is 32x8x64:  http://web.archive.org/web/20050128210116/http://users.1st.net/kimberly/tutorial/windows/windowframe.jpg  Now "CSG Subtract it" and go to "textures" "general\_structure" and apply the texture "window4\_frame".  Move the brush out a little so you can see it! Should look like this:  http://web.archive.org/web/20050128194447/http://users.1st.net/kimberly/tutorial/windows/this.jpg  With your window still selected, hit "Ctrl+F" to align the texture, and it should look like this:  http://web.archive.org/web/20050128022403/http://users.1st.net/kimberly/tutorial/windows/2.jpg  Good.  With your window still selected, right click in the 2D View, any one, and go to "Func" "Window".  Then hit "n" and apply these settings, make sure you select "Window\_Broken\_Block" so your player does not go through it!:  target / broken1  http://web.archive.org/web/20040107070947im_/http:/users.1st.net/kimberly/Tutorial/windows/t/block.jpg  Good.  Now deselct everything, and make another window exactly like that, but apply the texture "window4\_broken". Do the same thing, hit ctrl+f to align the textures!  But now, right click in any 2D view and go to "Script" "object":  http://web.archive.org/web/20040107070947im_/http:/users.1st.net/kimberly/Tutorial/windows/t/o.jpg  W/your brush still selected, hit "n" an put in these settings:  targetname / broken1  http://web.archive.org/web/20040107070947im_/http:/users.1st.net/kimberly/Tutorial/windows/t/t.jpg  Now they are linked together. See the arrow connecting them:  http://web.archive.org/web/20040107070947im_/http:/users.1st.net/kimberly/Tutorial/windows/t/together.jpg  Now place your "func\_window" brush back in the hole you subtracted. And also put the "Script\_object" brush there also! They will be on top of each other, but that is what we want!  http://web.archive.org/web/20050128072956/http://users.1st.net/kimberly/tutorial/windows/ontop.jpg  Now put in some lights and a playerstart and your good to go!  Notes/Tips  1) If you want your window to be shot more before blowing up, add this to the "func\_window" properties:  health / 100-500 Anywhere inbetween!  http://web.archive.org/web/20040107070947im_/http:/users.1st.net/kimberly/Tutorial/downloadable.jpg |