

Windows

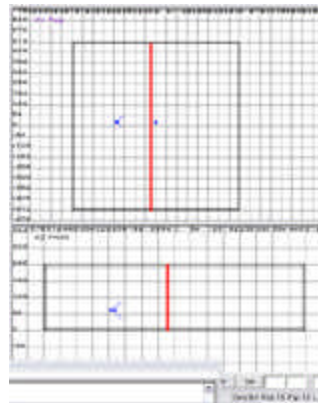
What we are going to do:

How to make a window and have it break nice! Just like in "The Bridge"

Get Going!

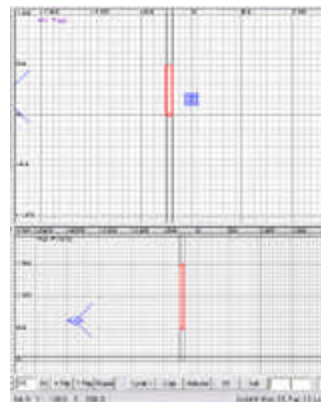
Make a room 1024x1024x256 put grid on 8 and hollow it out.

Then make a wall in the middle that is 8 units thick:



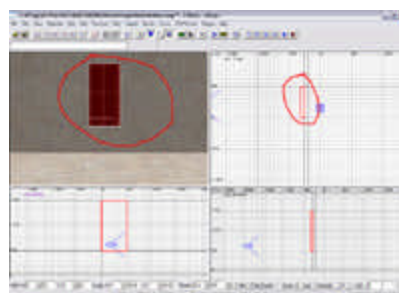
Now deselect that!

Make another little brush that is 32x8x64:



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:



With your window still selected, hit "Ctrl+F" to align the texture, and it should look like this:

