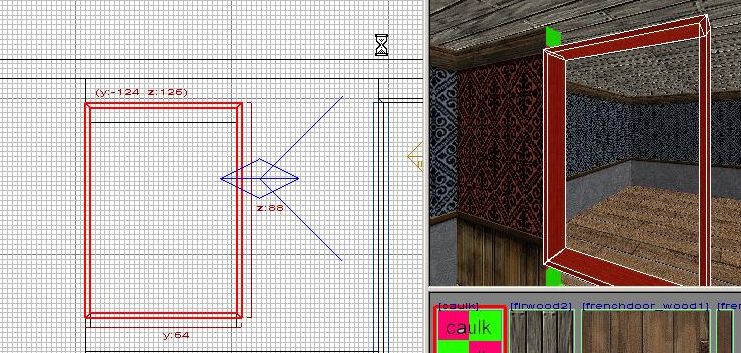
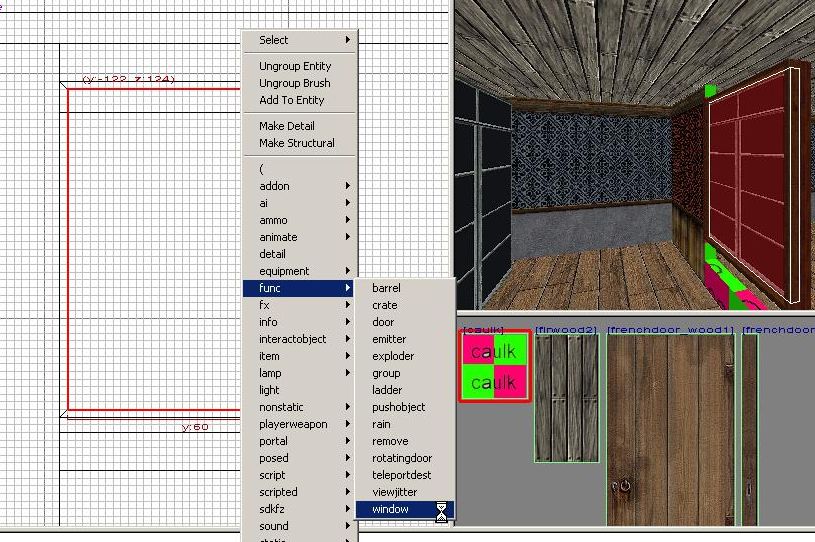
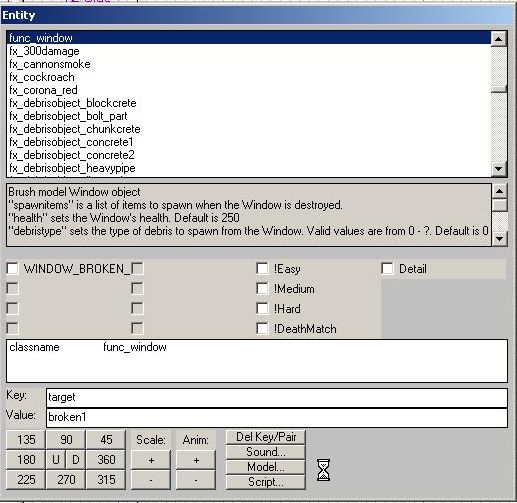
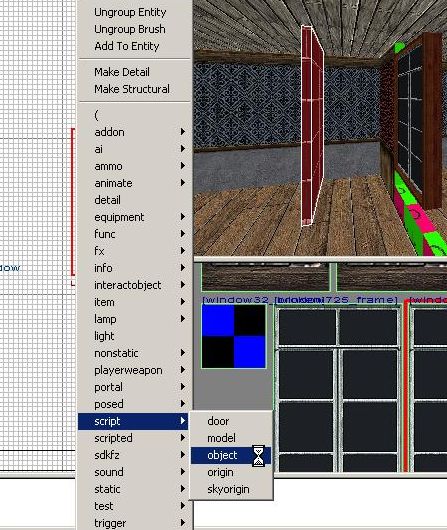
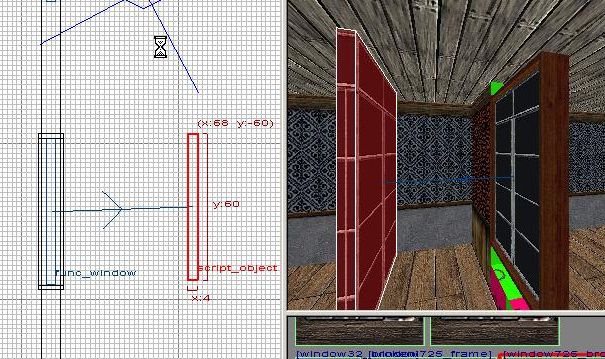
**Windows**

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,   
  


  
  
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.