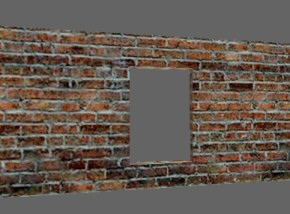
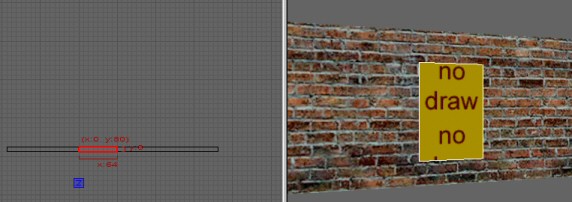
**Windows that can break**

I'm just going to set up a basic tut, later I will add images and such.

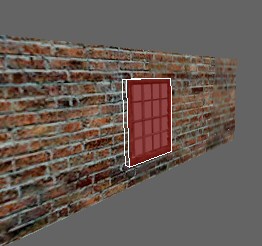
First make your wall where your window is going to go. Create and opening for your window, the size doesn't matter, as long as it looks realistic. Either do it by hand, or CSG subtract, doesn't matter.

[](http://gronnevik.se/rjukan/uploads/Main/WindowsImage1.p.jpg)

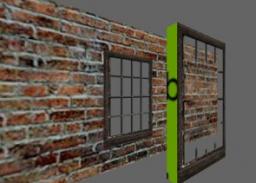
Find the texture, common/nodraw, and fill in the window hole with a brush with that texture.



Now type window into the text box and hit enter to search for window textures. You'll see them in pairs of two (window4\_frame, window4\_broken), one is a window, the other is the same window broken. Apply the intact window texture to each face that is exposed, Ctrl+Shift+Click, then press Ctrl+F to fit it to the face.

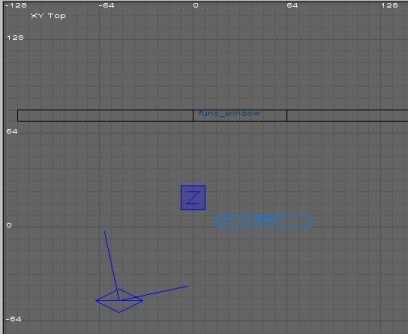
[](http://gronnevik.se/rjukan/uploads/Main/WindowsImage3.p.jpg)

Now duplicate (Spacebar) that brush and move it away from the wall. Texture the two faces with the broken window, and Ctrl+F to fit it to face.

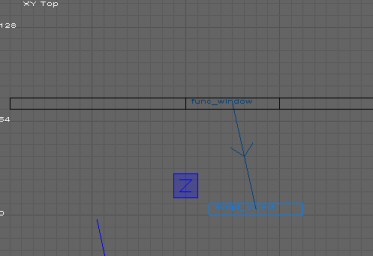
[](http://gronnevik.se/rjukan/uploads/Main/WindowsImage4.p.jpg)

Select the original window, right click and select func>window

Now select the broken window, and right click, then script>object.



Select the func\_window the select the script\_object, starting with nothing selected. Next hit Ctrl+K to connect them. You should see a line connecting the func\_window to the script\_object.



Move the script\_object over the func\_window so the are both lined up in the hole in the wall.

Tada! You can now compile and go in and break the window.

Several paramaters:

|  |  |  |
| --- | --- | --- |
| **Key** | **Value** | **Explanation** |
| spawnflags | 1 | Keeps players from jumping through a broken window. |
| health | xxx | Sets the health of the window, I bielive 150 is default, or is it 100? |

Hopefully that helps you out!

-[blue60007](http://gronnevik.se/rjukan/index.php?n=Profiles.Blue60007)