Subject: Probably a dumb question, but
Posted by GEORGE ZIMMER on Fri, 21 Nov 2008 13:15:14 GMT
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I know it's possible, as I've seen similar things. But, basically, how do you make an object that breaks like glass when you walk on them/shoot them? It's been annoying me, as I've checked the shatter option for the model in RenX, and all the collision options except VIS. It shatters fine when I shoot the object, just doesn't shatter atall when I walk on it. FYI, I set it as a damageable static tile, if it matters.