Subject: Can you fix a broken door/window?
Posted by Phnx on Mon, 13 Jan 2014 05:24:52 GMT
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Once I did a quest where you would go to a pub with bandits in it. They shot at me and broke a window in doing so. The window never got fixed and stayed that way forever. It just looked ridiculous! Is there a way (through scripts maybe) to fix broken windows/doors?
Same goes for the armours in the castle, once you break them the servants go on cleaning a sweet bit of nothing/air.

Subject: Re: Can you fix a broken door/window?
Posted by Artofeel on Fri, 17 Jan 2014 08:53:42 GMT
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Phnx wrote on Mon, 13 January 2014 10:24Is there a way (through scripts maybe) to fix broken windows/doors?
you can reload level by
Debug.ReloadCurrentLevel()
but it reload all and may break quests markers

afaik sometimes it repaired itself

Phnx wrote on Mon, 13 January 2014 10:24Same goes for the armours in the castle, once you break them the servants go on cleaning a sweet bit of nothing/air.
probably they stay destroyed forever...and you can fixed them only by reloading level

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Subject: Re: Can you fix a broken door/window?
Posted by Phnx on Fri, 17 Jan 2014 15:57:35 GMT
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Hmm, well thank you kindly, Sir.

Subject: Re: Can you fix a broken door/window?
Posted by asmcint on Sat, 18 Jan 2014 03:57:50 GMT
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Actually, by buying the property and paying for repairs, you can restore the window to its former glory, as doing this reloads the property, and changes certain details, depending on what the damage level was previously.

EDIT: As for the suits of armor... Yeah, I got nothin'.