Subject: Pathfind blocker?
Posted by Anonymous on Fri, 31 Jan 2003 10:08:00 GMT
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I have made a map with rocks on it. I have used the pathfind blocker under editor only objects to restrict access so that the infantry don't get stuck. In the game the blockers don't seem to work am i using the right object? I have made a human pathfind generator and run pathfind generator if it's anything to do with it.Thanks