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Subject: Re: Way points

Posted by [Veyrdite](#) on Fri, 09 Feb 2007 06:11:59 GMT

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put a pathfind genarator in every seperate acessible area you want for bots. eg a building with multiple floors with something other than stairs to get to each would require a pathfind on each floor.

dont fret if you should put one in a certain place or not (unless there are no bots going there), just put it there, you cant really over-use them. go crazy like i do

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