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Subject: pathfinding on dsapo objects

Posted by [Veyrdite](#) on Fri, 29 Jun 2007 06:18:59 GMT

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How is it done? I've tried using pathfind blockers as well but the sectors are non-existent. And yes i've put human pathfind generator.

p.s. when you click "Display portals" what are the red portals?

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