Subject: Re: pathfinding on dsapo objects
Posted by Veyrdite on Sat, 30 Jun 2007 00:54:50 GMT
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i put a pathfind genarator ontop of the set of pathfind blockers, generated sectors, clicked "Display Sectors" And only the the sectors on the ground appear (there are human path genrators on the ground too for an obvious reason, but i dought it affects the top of the blockers
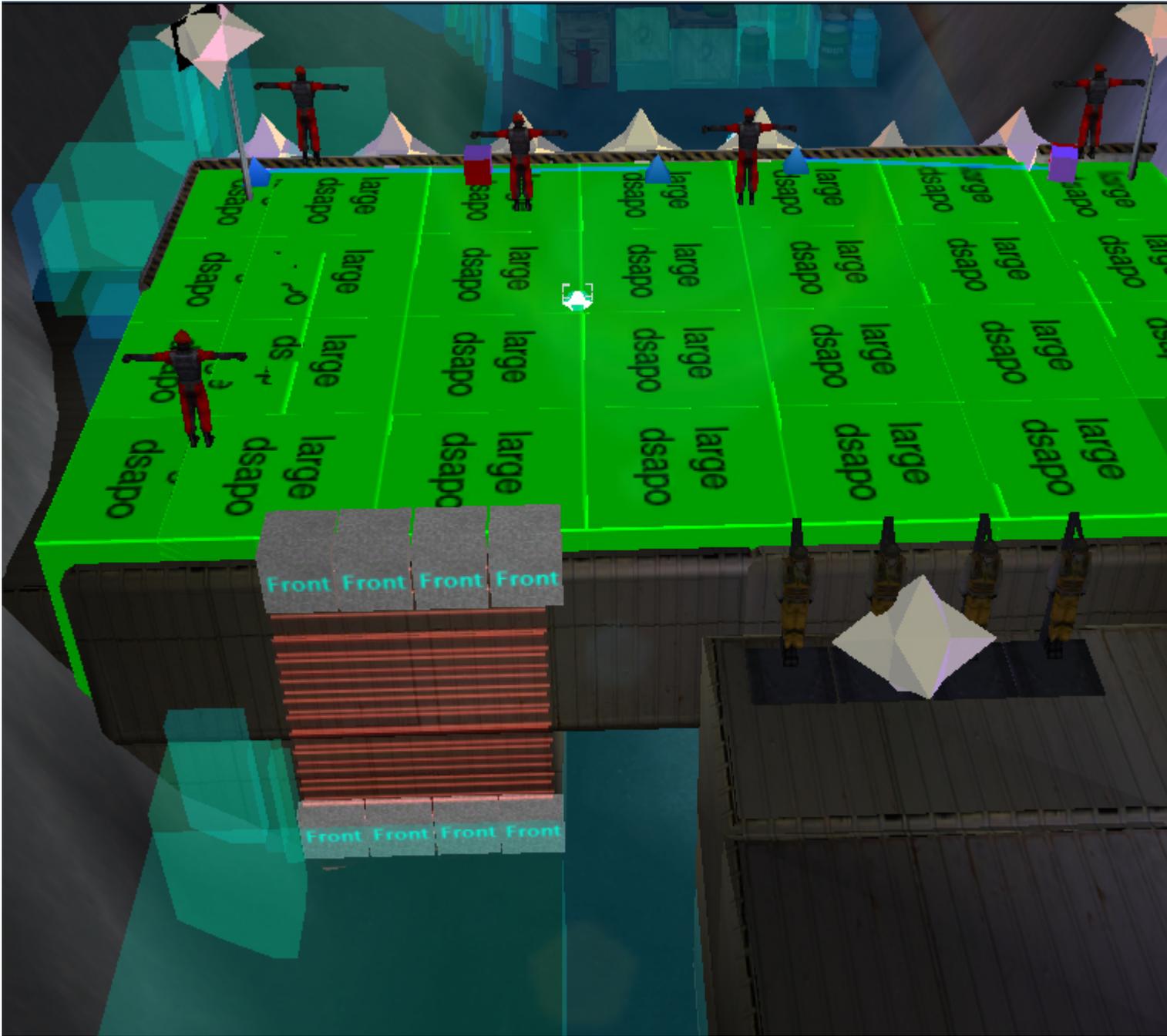
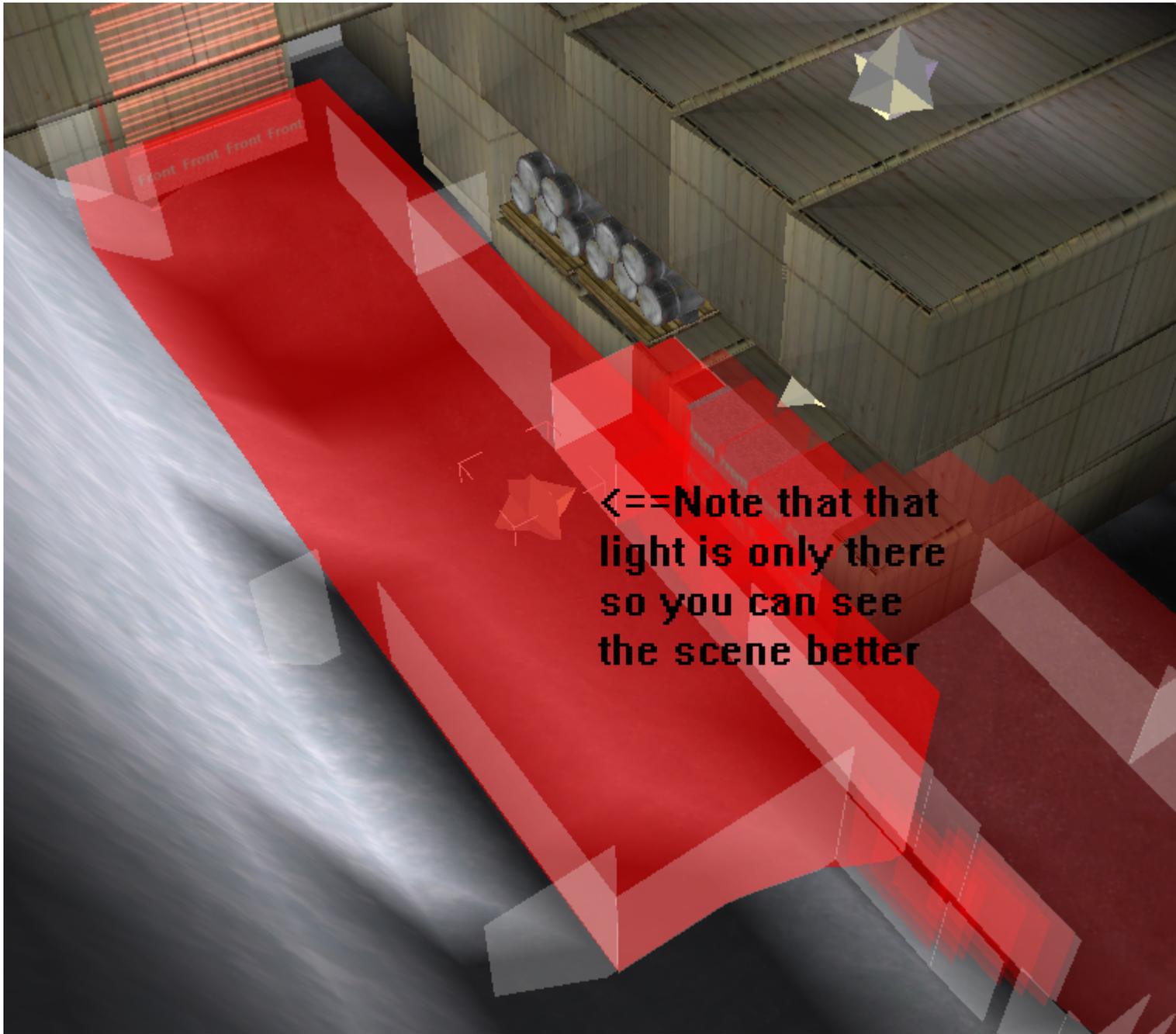This is after generating sectors

These are the red portals

EDIT: also check the attached wav, i found it in always.dat

File Attachments
1) LE_1.jpg, downloaded 709 times

2) LE_2.jpg, downloaded 670 times

3) `enlist.wav`, downloaded 182 times