
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 generator 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 generators on the ground too for an obvious reason, but i dought it affects the top of the blockers

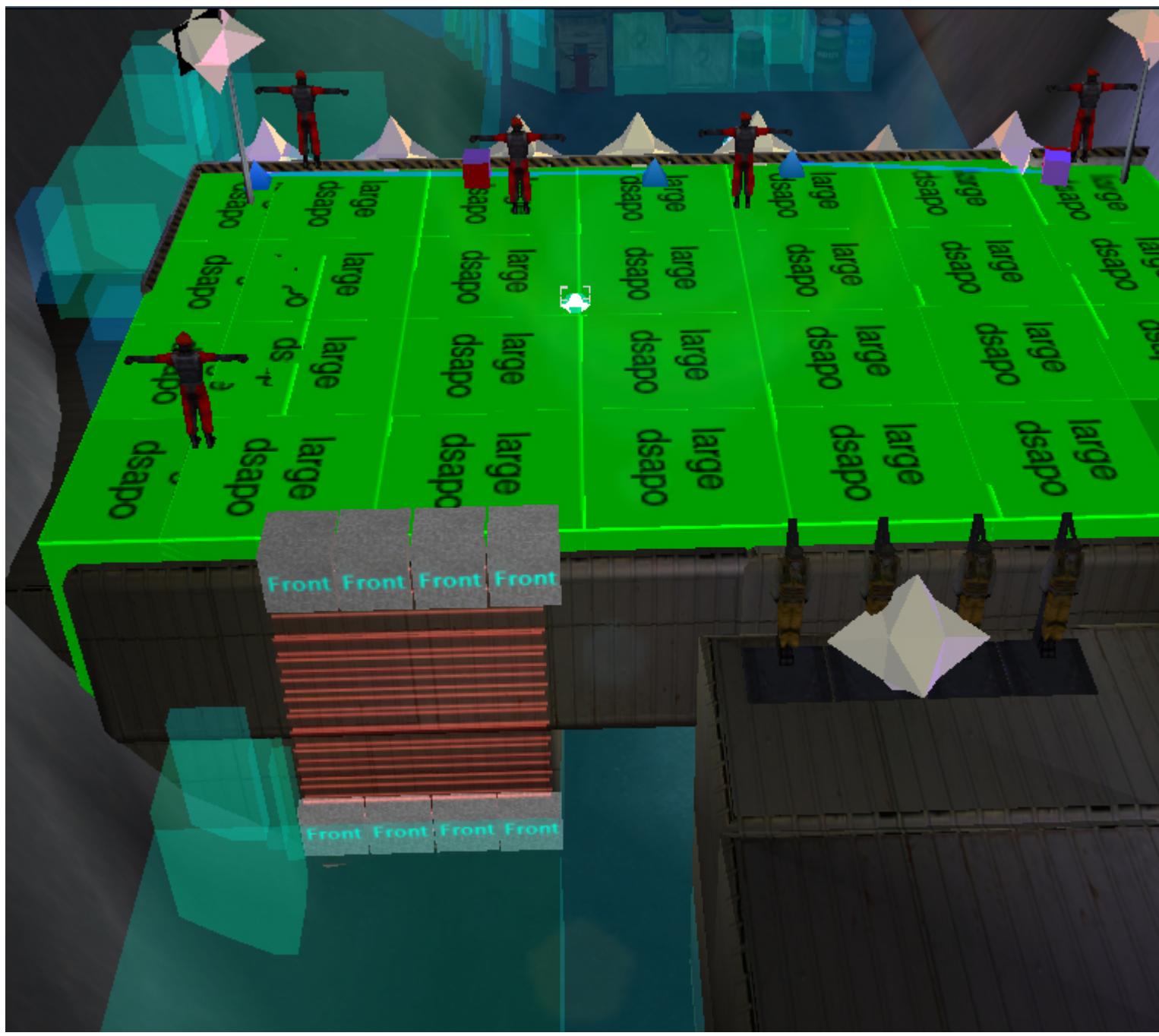
This is after generating sectors

These are the red portals

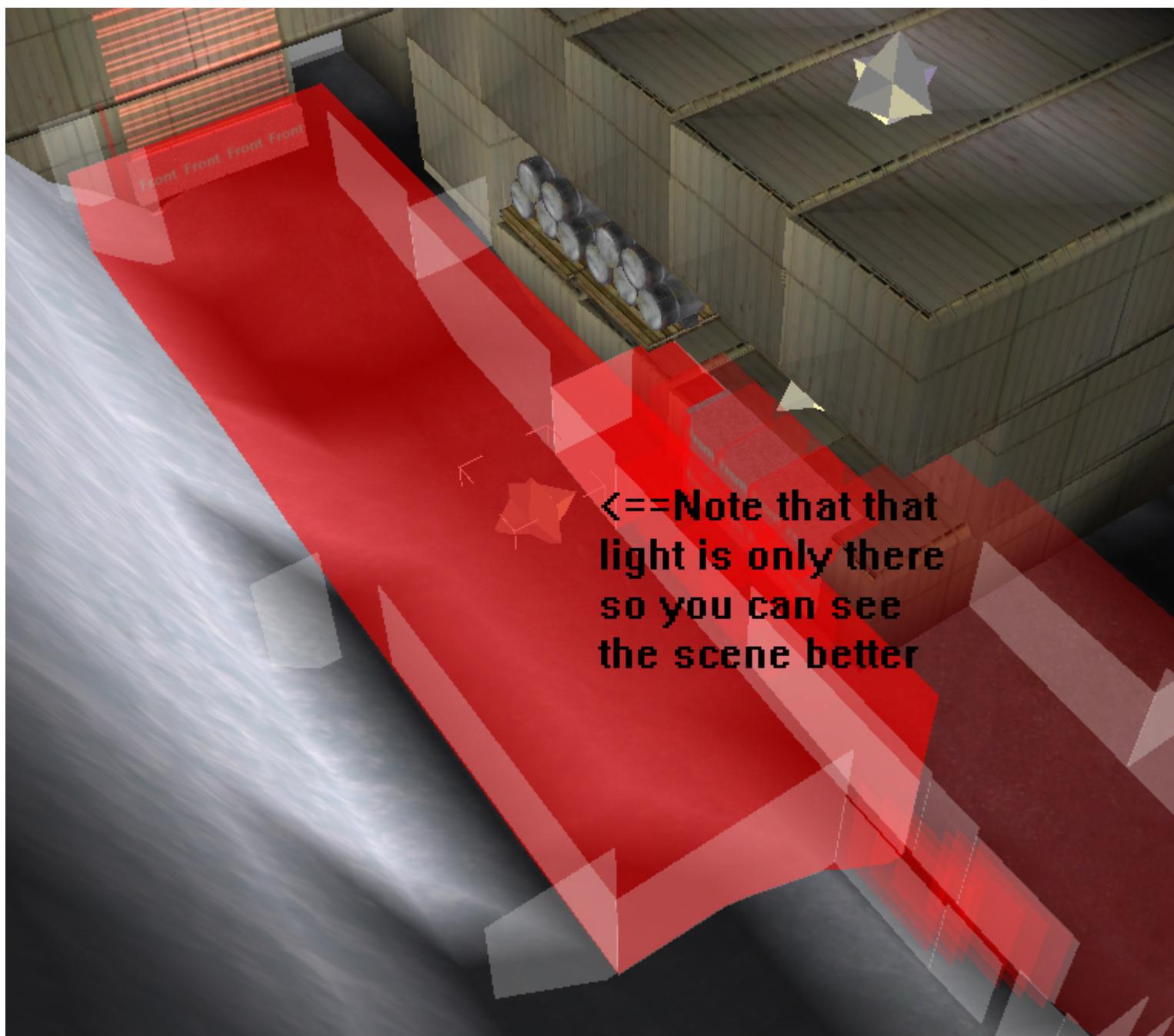
EDIT: also check the attached wav, i found it in always.dat

File Attachments

1) [LE_1.jpg](#), downloaded 509 times



2) [LE_2.jpg](#), downloaded 480 times



3) [enlist.wav](#), downloaded 139 times
