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Subject: Re: pathfinding on dsapo objects  
Posted by [Veyrdite](#) on Sun, 01 Jul 2007 07:40:27 GMT  
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Come across another problem,

you see the ladders, how can i block one unit from coming out of the hole (look at the bottom of the container stack) and going up the ladder, without putting a pathfind blocker on the ladders (i still want other ai to use them) or one at the opening (i still want him to come out when you get down there). Would i have to make a script zone on the ground, which kills an object that is in the middle of him (eg crate) when it's entered, and if so, what script?

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