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Subject: Re: Out of memory while generating pathfind

Posted by [Slave](#) on Sat, 10 Jan 2009 02:47:58 GMT

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The front of the weapons factory has pathfind blockers to create a bridge between the delivery pad, and the map.

The runlight square needs to be bridged, because pathfinding cannot be rendered on it. In this case a bridge is made with blockers. Sounds slightly odd, but blockers function as connectors here.

The airstrip does not need such thing.

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