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Subject: Re: Action->Goto

Posted by [danpaul88](#) on Sat, 07 Mar 2009 14:06:34 GMT

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There's a setting in LE for tiles that tells it whether it should be considered collidable during pathfind generation, and I guess some of the doors are set to collidable (and hence get no pathfinding) while others are set to non-collidable (and therefore do get pathfinding).

Since the doors would open anyway for the AI it would make sense to set them to non-collidable for pathfinding, but I guess Westwood didn't do it for all of the doors for some reason.

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