

---

Subject: Pathfinding Flying Units

Posted by [E!](#) on Sun, 17 Oct 2010 08:59:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Does anybody know if it is possible to control the height of pathfind Sectors? Cause to make a VTOL Vehicle follow a Waypath it don't need to be inside Sectors but to make it Goto an Location told by a Script then the Location have to be inside those Pathfind Sectors but those Sectors are pretty small and i need a given Area to have larger Sectors for the whole thing to work. Placing Pathfind Generators in the Air don't work. They don't create any Sector then.

---