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Subject: Pathfind blocker?

Posted by [Anonymous](#) on Sat, 01 Feb 2003 02:38:00 GMT

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Thats the right way, as Dante say, but one thing: Make one invisible and an invisible blok (baoth exported with the same name) but the hidden one in the root of your Modfolder, the other one into a seperate folder. Refer for the tile to the visible one, so you cans e it in Leveldit, but after exportig the invisible one will be used (or just delete/rename the visible one before exportig)Taht will do it much easier to handle this Objekt

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