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Subject: Pathfind blocker?

Posted by [Anonymous](#) on Fri, 31 Jan 2003 15:32:00 GMT

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you are pretty much way over doing it here...make some small hidden block (about 2x2) in RenX, set the desired collision (physical for human, vehicle for... vehicle)then export as terrain.make a new tile, and set that as the preset, staticpysnow... this WILL show up like a PT, so be careful.

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